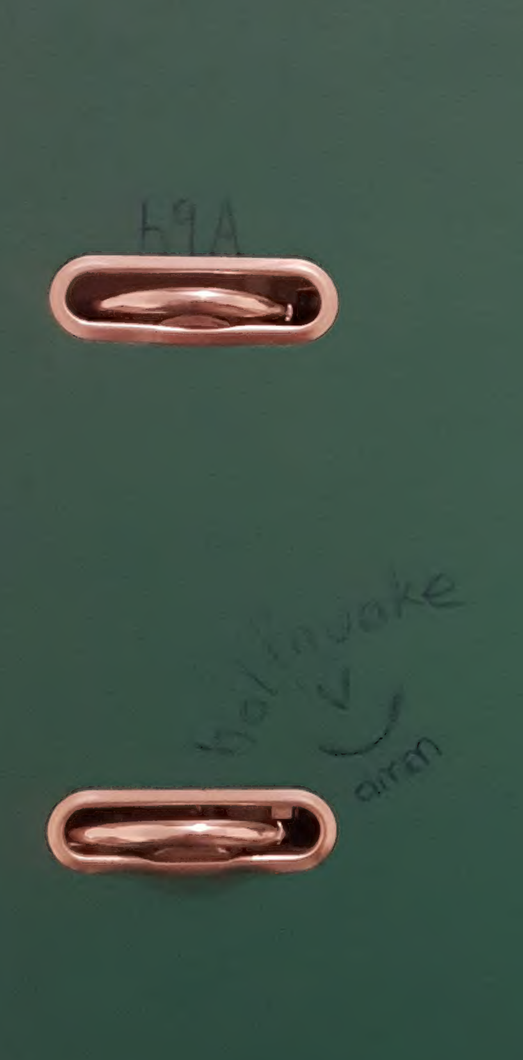
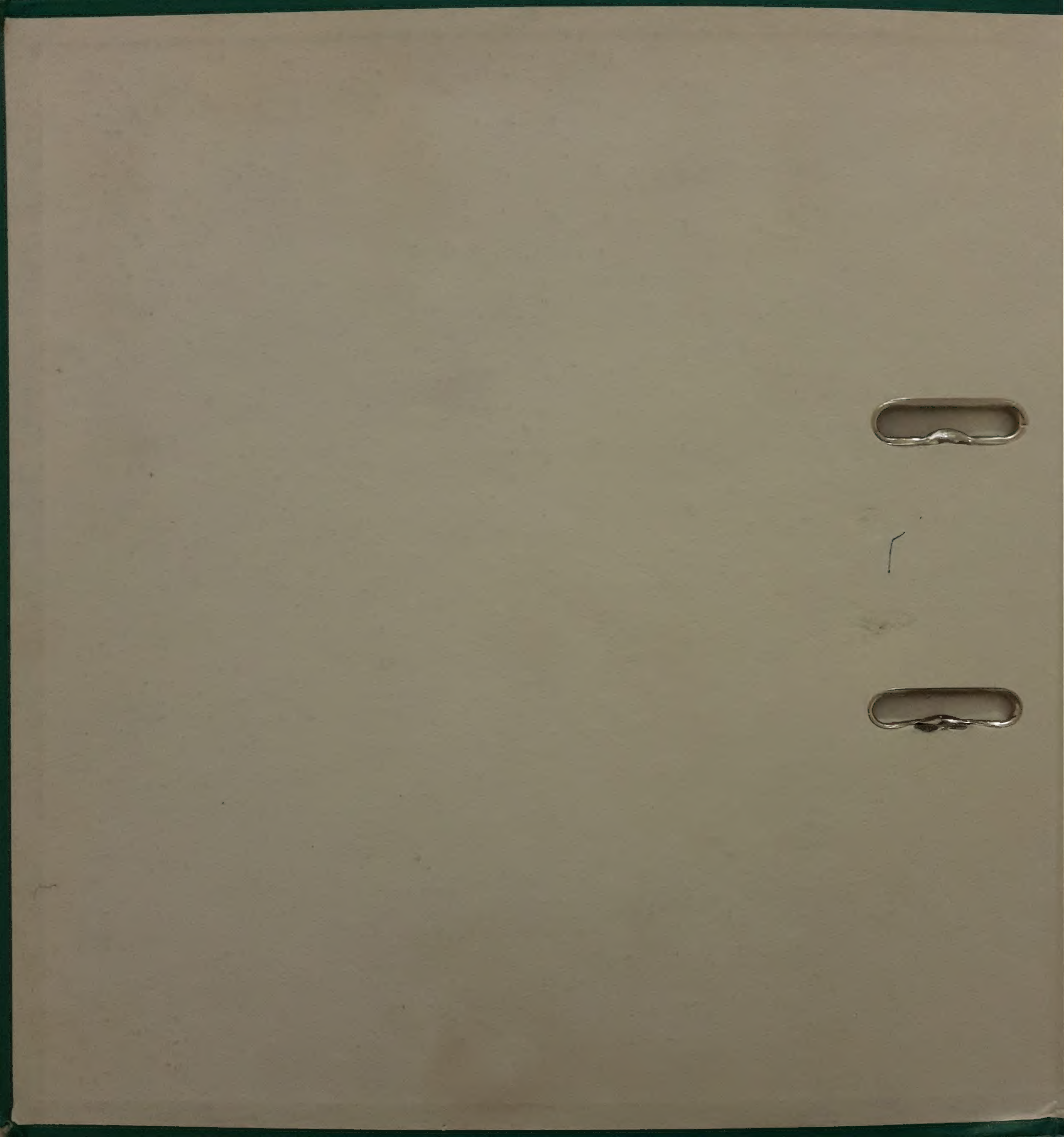




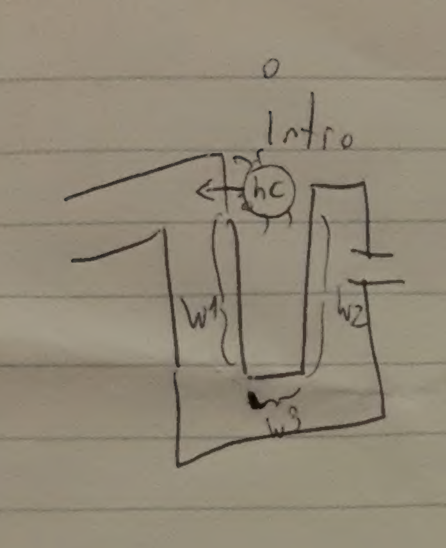


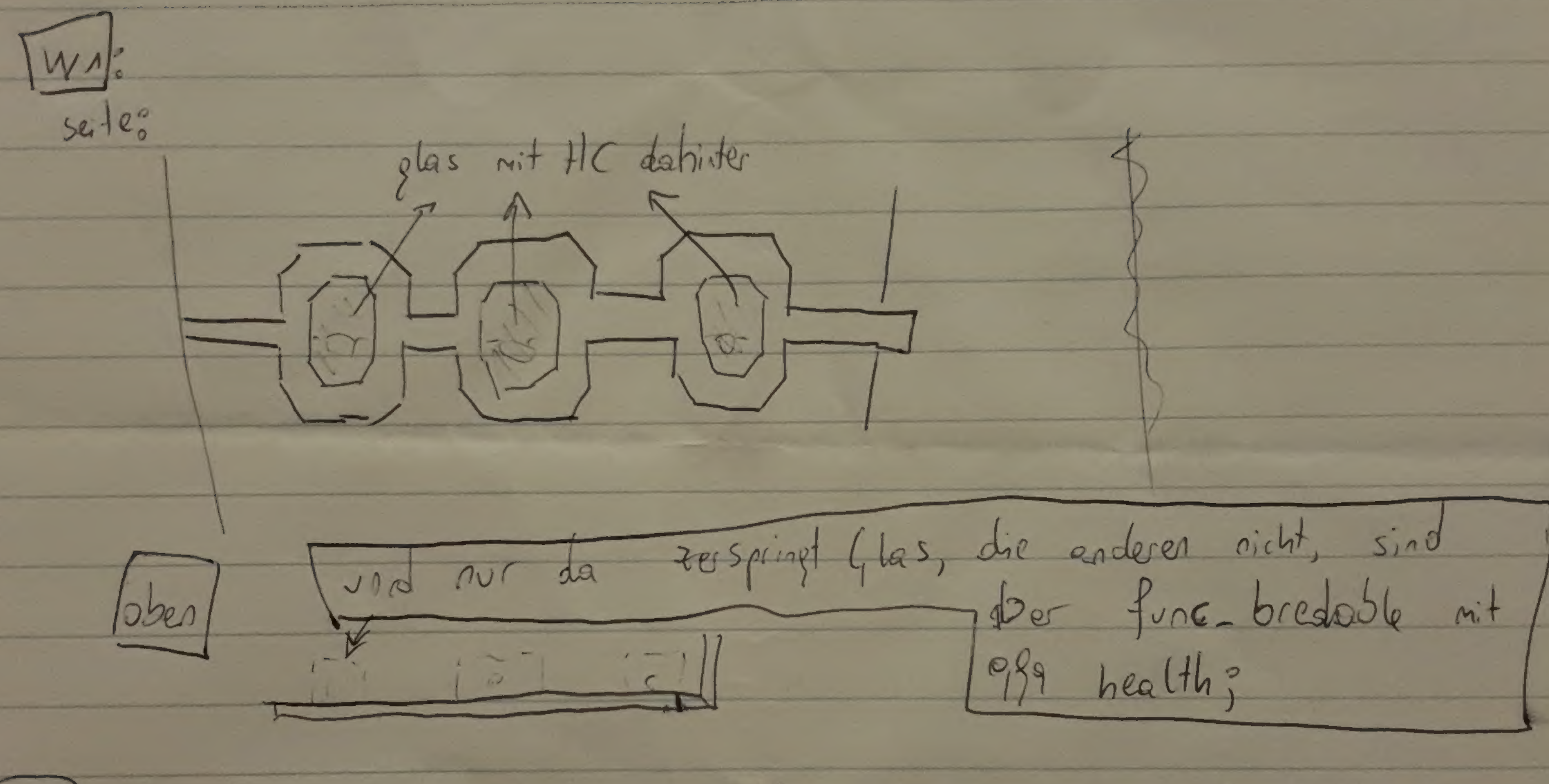


Rätsel-Teil:

Raum, Kamera von oben, ~~Spi~~ Sicht auf Spieler...
→ Kisten-schieben; vielleicht 3 od. 4 Kisten in Loch schieben, damit man rüberkommt...

Chill-out ~~B~~Zone mit Knöpfe an Bar für 4 verschiedene
Musikstücke;





W2: genauso wie W1, nur alle func_breakable mit 999 health

W3: nur eine Zelle mit 999 health

---

intro - decke mit schräge verschönern

"Fly away" passt zu ESZ

verkleidung für intro:

für

hinten

säulen

von oben

headcrab

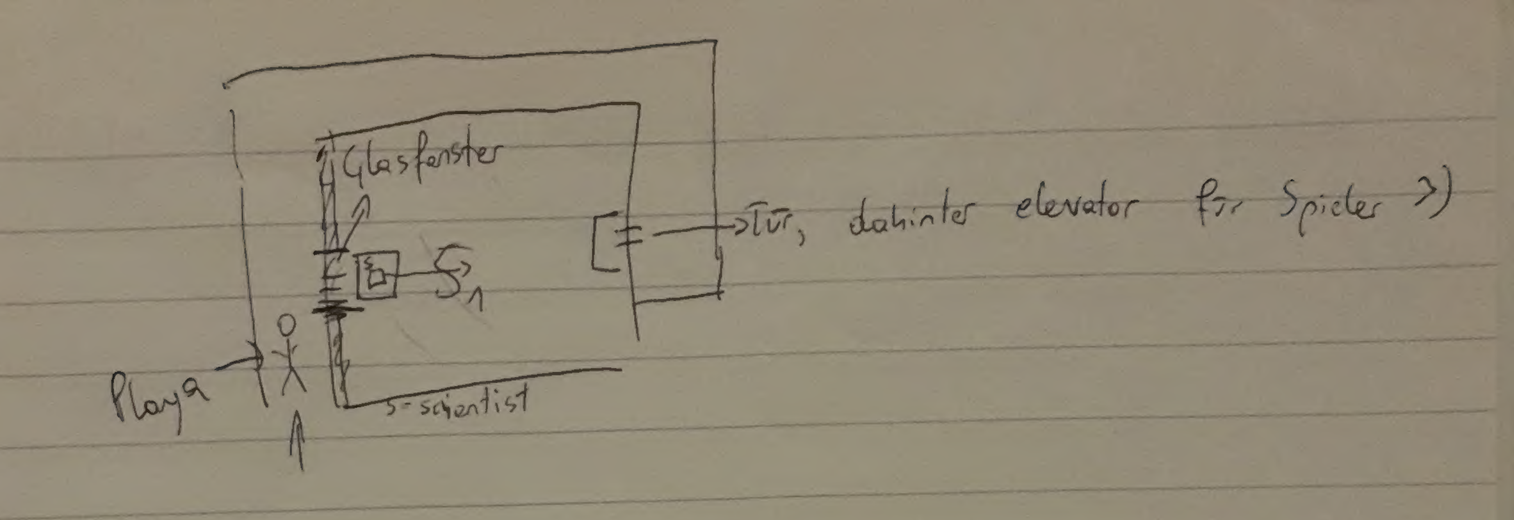
headcrab

headcrab

Stiege

Letzter Teil von Part 2 im Freien!

→ über Stiege ein Raum (so Art Vogelhaus) mit an Viech drin ☺



S_1 = Scientist steht am Fenster, schreit, steht auf elevator der zurück in die Mitte und dann runter in Lava geht;

Szene ähnlich wie End of Days ... des mit de Sessel

H (j): Barney kommt, sagt er ist auch hierher verbannt worden;



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Seite

Stachel

Vorne

gang von oben

spiegelverkehrt

+ Ende von Akt x:
Fall in Stacheln ganz weit
und vor Stacheln trigger

fade
teleport
cam
freeze player
dark noise

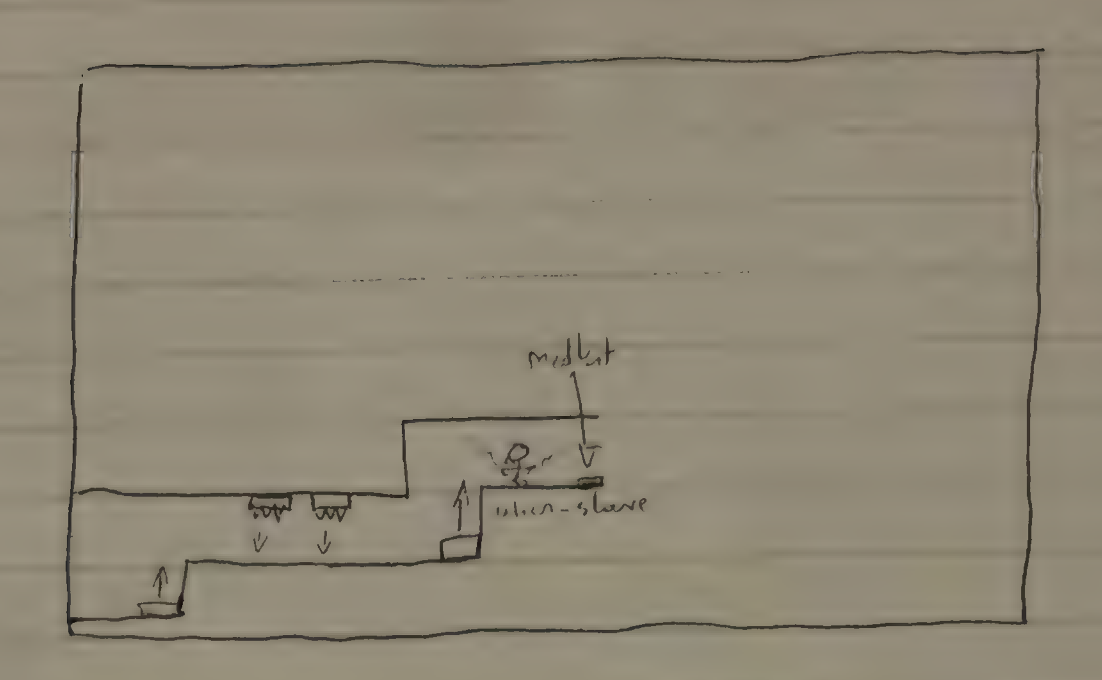
+ schaun ob
skelet.mdl
zu jesus
christ verwandet
werden kann!

Die Tür

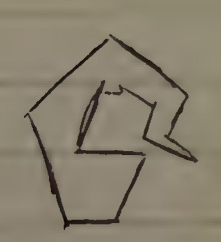
DANA
Sie werden Augen machen.

Raum mit Haufen ~~m~~mini-turrets

→ auf die springen!



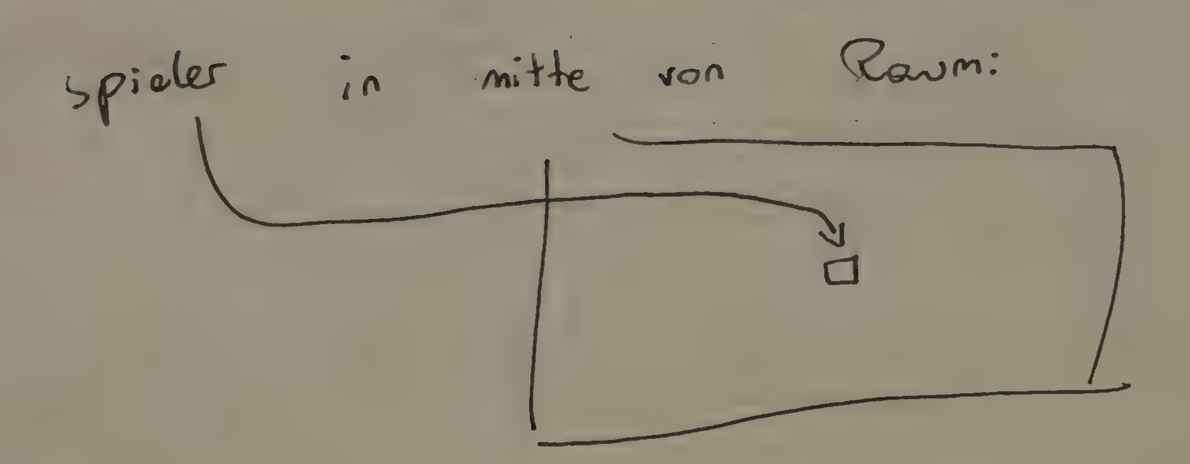
Probiern ob man trigger-cam wieder austriggern kann,
oder "überspielen" mit neuer cam!



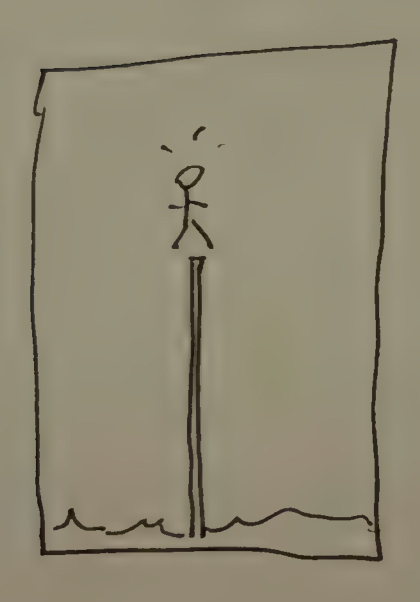



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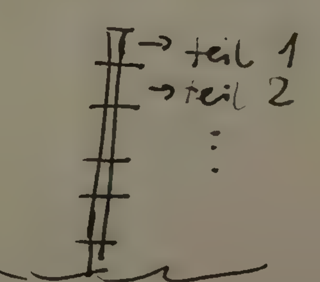
spieler in mitte von Raum:



und suddenly:



... rundherum alles weg, ganz unten ist lava und er steht auf extra dünnem mast! dieser zerfällt immer mehr:



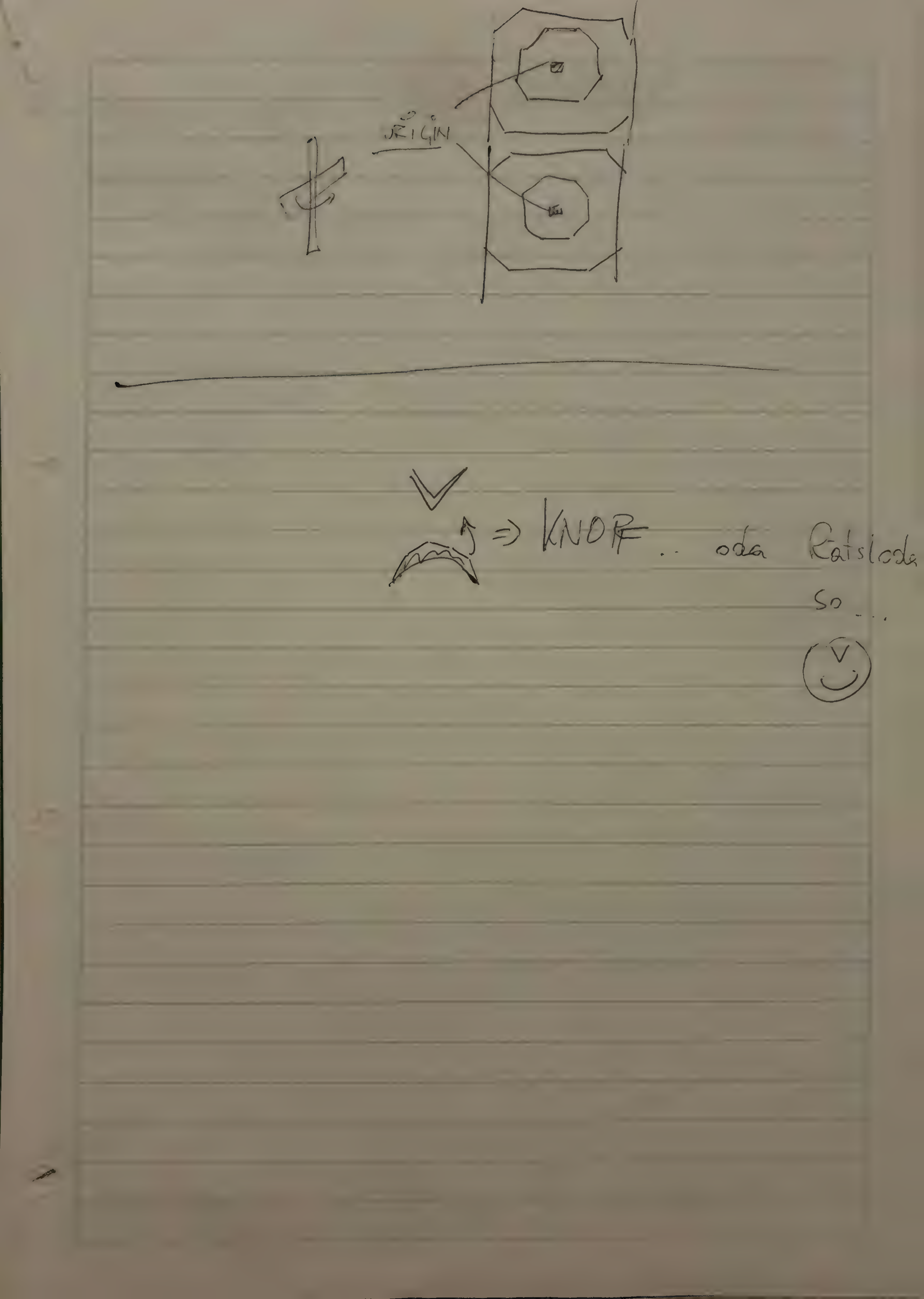
Dann von wand genauso dünner Streifen zu ihm.



>)

Die Tür model \ uplan1.mdl

DANA
Sie werden Augen machen.


ORIGIN
⇒ KNOPF .. oda Ratsloda
so ...



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(1) oben

Knopf, target p" – super

RAUM A

Beamzelle

Eingang, drinnen hinten Tür zu

RAUM A seite:

Cam!

D

Spot A

EXIT

C

B

A Platten

Wasser

Platte von oben

"Lift", fährt heraus / hinein;

Knopf betätigt "Lift" bei Platte A.
Noch einmal drücken, Platte B.
3. Mal, Platte C
Dann wieder A...

jedesmal wird Kamera aktiviert, die alles im Auge hat (Point "D")

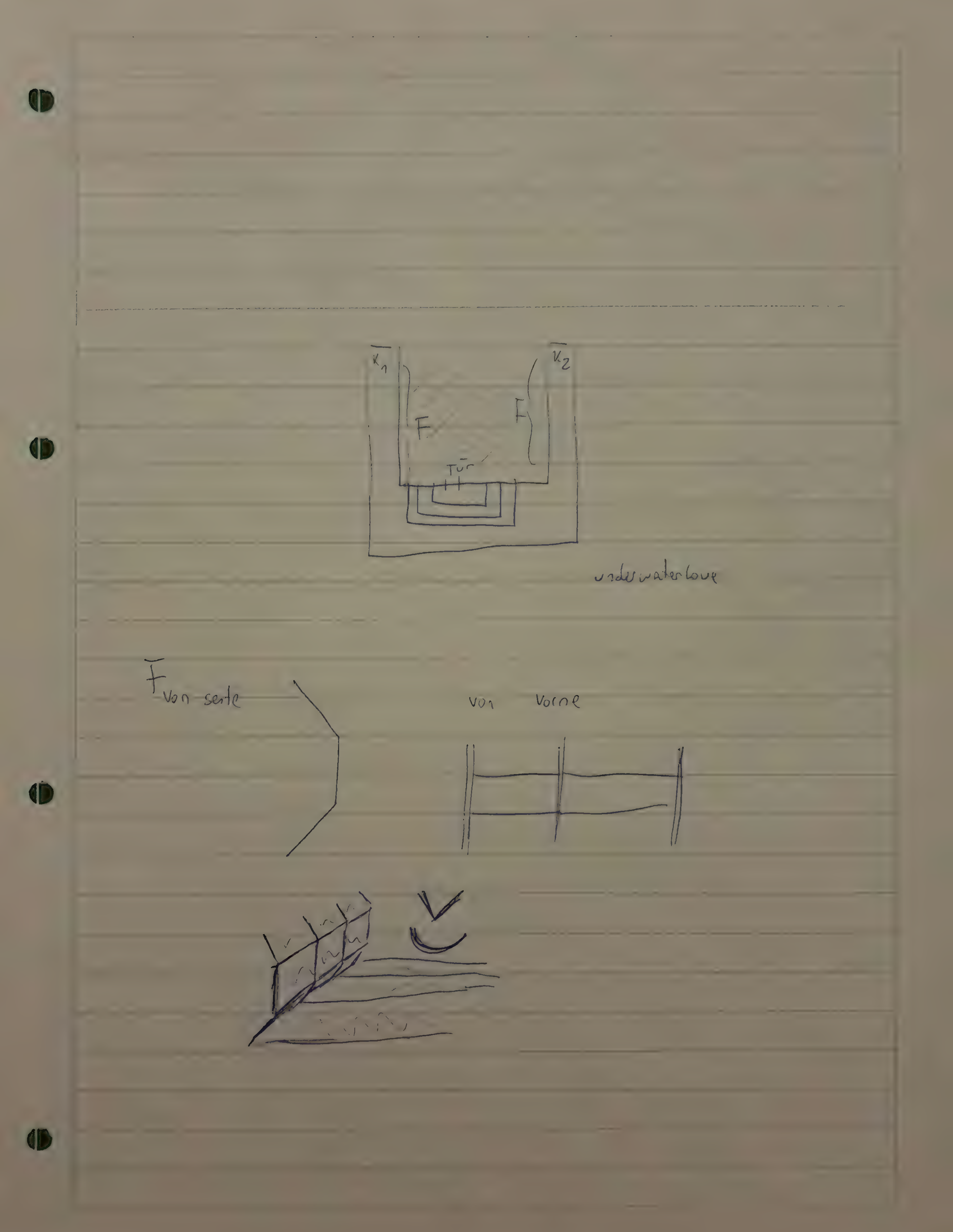
Beamzelle beamt auf Spot "A".

Ziel: Spieler muss 3mal drücken, damit er ganz oben ankommt.

(2) EXIT geht nicht auf ... vielleicht umdrehen und rüberspringen...

Die Tür

DANA
Sie werden Augen machen.



K_1
K_2
F
F
Tür
underwatercave
F von seite
von vorne

death — Does life make any sense?

exit — Really?

Life — Absolutely sure?

You are such an optimist.

no

okay

yes

probiern, ob des geht, dass
barney mittels scripted-sequence
1mal auf Spieler schießt,
dann: „ooops, sorry!"

(außerdem:)
→ npckill: spieler wird in level
geladen, wo alle
möglichen sounds aus hq2
vorhanden sind und
alle möglichen texes → dann nach
→ 7 sek alles aus
→ "don't do this again"

wird auf best. punkt teleportiert
→ changelevel zu sequence

→ beim labyrinth 2.bg-sound
- 1. mal

AM

probiern, ob des geht, dass
barney mittels scripted-sequence
1mal auf Spieler schießt,
dann: „ooops, sorry!"

(außerdem:)

→ npckill: spieler wird in level
geladen, wo alle
– möglichen sounds aus hl2
vorhanden sind und
– alle möglichen texes →
→ dann nach 7 sek alles aus
→ „don't do this again"

wird auf best. punkt teleportiert
→ changelevel zu sequence

→ hq2 - 15

→ schlüssel einbauen.

→ beim labyrinth 2.bg-sound entfernen! ✓

→ phoenix fragen, ob er as-phoenix als dm-map rausgeben will :D ✓

→ essence bei "weltlauf" weiße Ränder um Hand ✓
+ hinter exit ebenfalls wand mit weißen linien (bg2-9?)

→ offence: bei Raum mit vielen Knöpfen, 4 weiße Streifen (1 func-door), ✓
1 in jeder Ecke, langsam nach oben; wenn oben → trigger_hurt!
→ absence: bei tennisplatz die Zellen etwas weniger up-en ... (16/32?) ✓

→ "lounge" in hq2-dm?

- backgroundmusic = neues lied von kenti, das auf mein rechner is *g*

→ "use"-sounds entfernen? (mit leerer [illegible] sprich)

→ am Ende vom Trainingslevel weaponstrip!! (wegen crosshair) ✓

→ ambiance → Windmühlen einbauen ✓

→ patience → ende umbauen ✓

→ auf Weltkarte Punkte einbauen ✓
+ new victims found!

→ sequenz mit BJ eins [illegible]

death — Does life make any sense?

exit — Really?

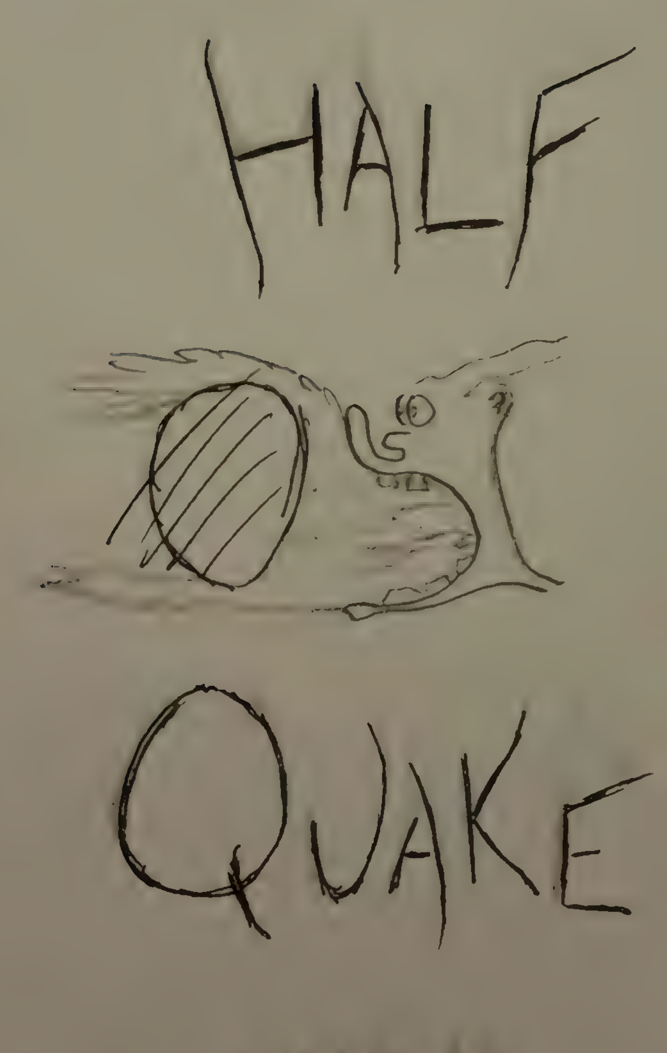
Life — Absolutely sure?

You are such an optimist.

no

okay

yes



AMEN

→ raus? ~~[illegible]~~haus hq?,
muss Droggi aufrufen
um weiterzukommen!.
135.45.txt

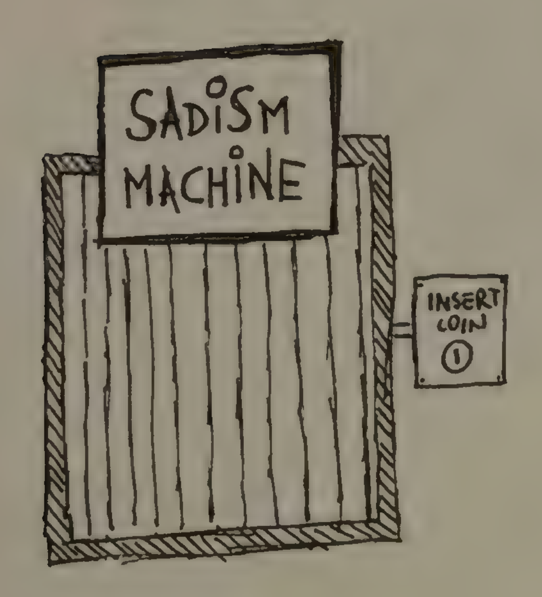
Imagine being an emperor.
Your people are hungry.

What do you do?

Kill them. : Feed them.

If you want to
talk to me,
use the bell!

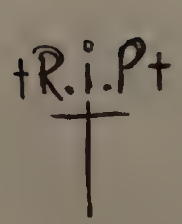
A.S.T.

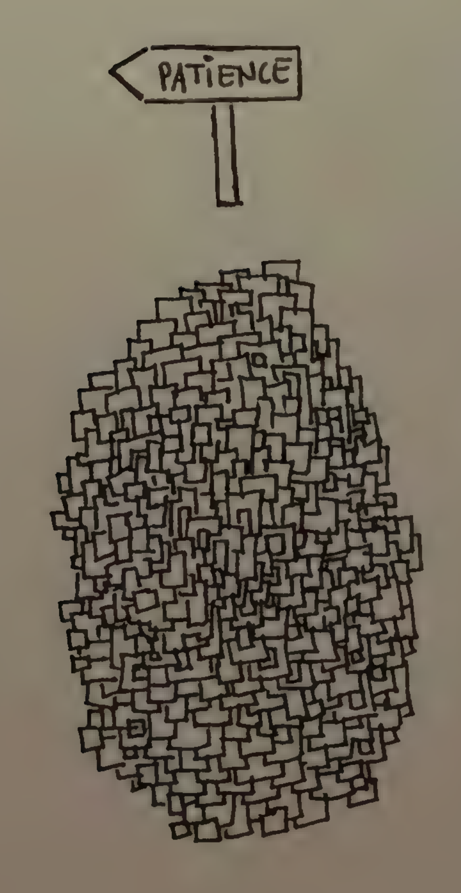


NPC

DRAGON

(...) notes.







You're watching a movie in the cinema.
In one scene three million people get
killed. What do you do?

Laugh. That's good! You make notices.

𝄞 𝄢 ♪ ♯

SCANNEN:

Use floor.   Use ceiling.   Brakes.   Moves.

Quit halfquake amen,
search for 13545.txt
and come back.

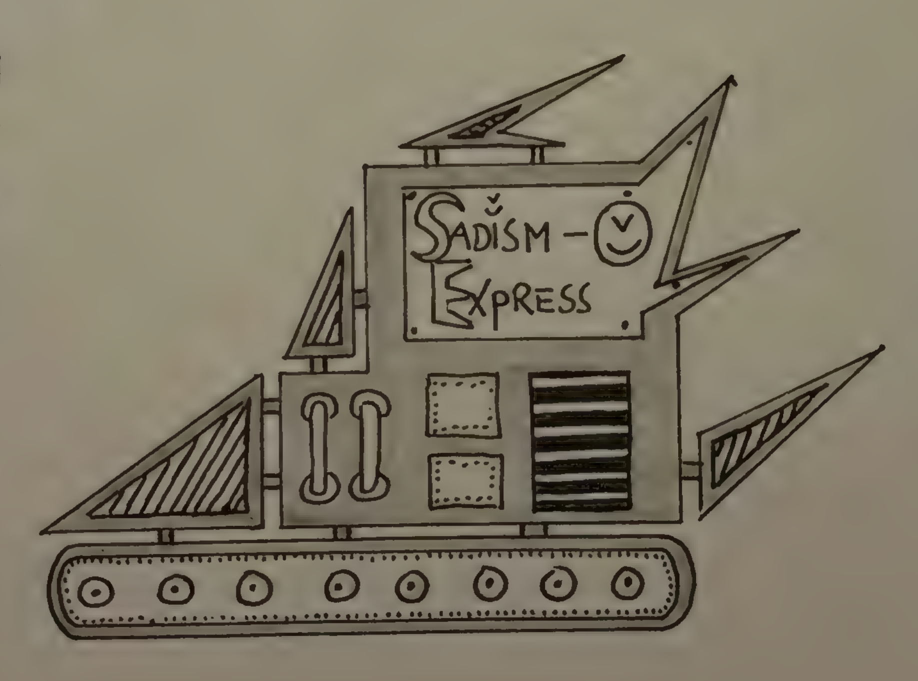
It's winter. You meet a
beggar, freezing on the
floor. What do you do?

Buy him an ice.   Offer your coat.

TELEPHONE

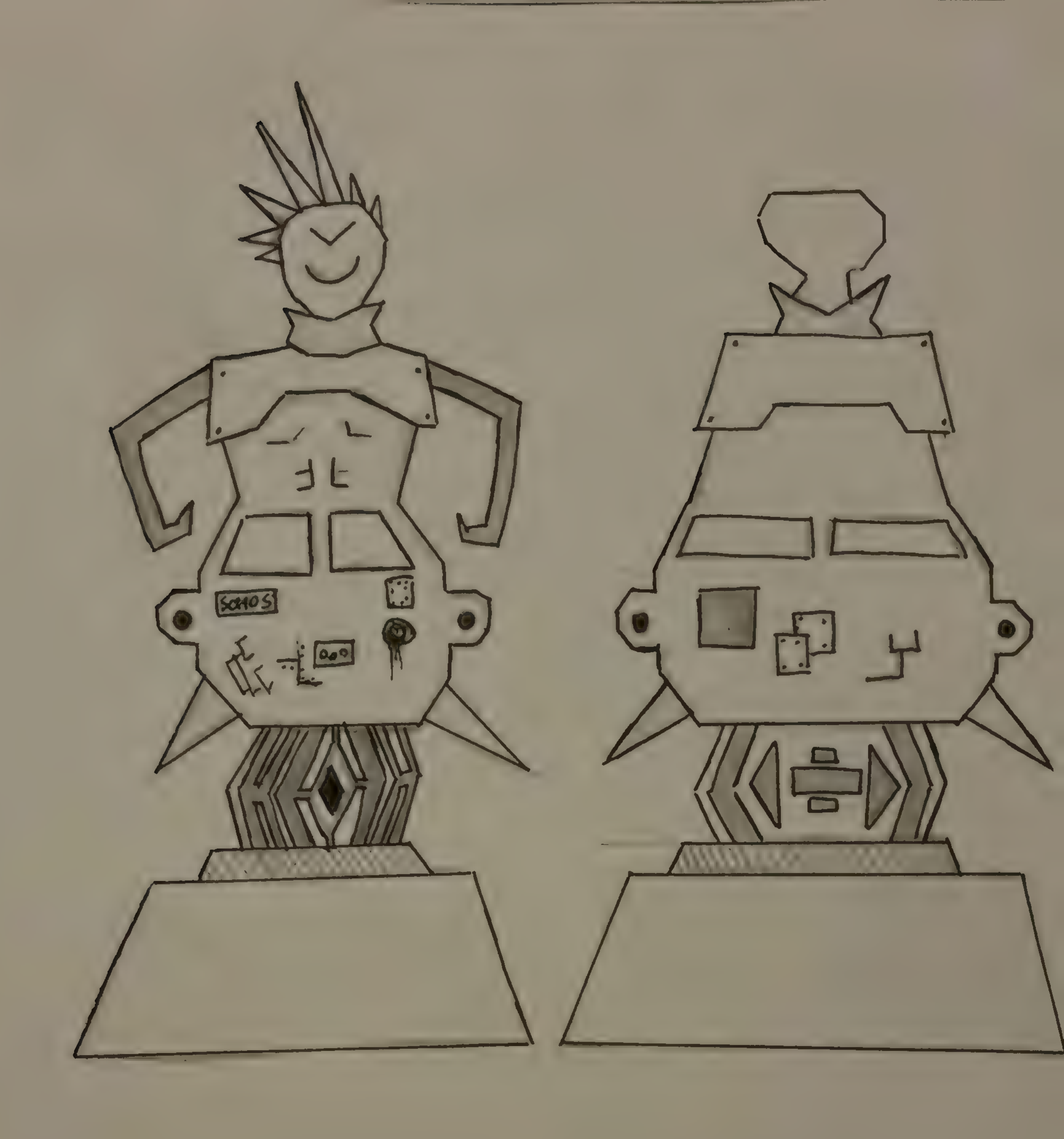
DRUGS
...make you
feel like
a bird for
10 seconds!

23:50   00:09
23:51   00:10
23:52   00:11
23:53   00:12
23:54   00:13
23:55
23:56
23:57
23:58
23:59
00:00
00:01
00:02
00:03
00:04
00:05
00:06
00:07
00:08
~~00:~~



A soldier dies slowly in
a torture-chamber, chained
to the wall. His wrists are
cut. What do you do?

Kill him.   Tell him a tail.



console downstairs

new game die

easy fast

normal slow

hard sadistic

hazard course ['seidizem]

configuration see your blood

Load game die on

multiplayer multisadism

custom game Less sadistic

view readme.txt the doomed

previews - the farm

quit amen

cancel cancer

controls fingers

audio ears

video ~~eyes~~ eyes

content control tear control

update downdate

done internal error

Use defaults use the faults

game options cheating

ok ko

resume game continue dying

save game life insurance

Load|save game life's hard

quickstart quickie

video options eye options

video modes eye modes

advanced controls stretch fingers

order halflife crack hl.exe

delete kill

internet games websadism

chat rooms verbal sadism

lan games Lansadism

customize egosadism

skip phew

exit amen

connect chain

refresh refish

filter mulder

create crate

create game create sadism

chat rooms verbal sadism

list rooms fist rooms

search lurch

servers firewalls

join join sadism

join game join flame

find game find flame

start game start flame

view game info view flame info

add server add firewall

disconnect decollate

Visit won defuse won

advanced options stretch fingers

3d info site 3d sadism site

activate arrogant

install insteal

visit website physic sunside

deactivate deshagtivate

microsoft-ding.wav-remix :D ✓

→ nine-idee: -review von hq1 als tex in hq2

→ vielleicht beim bahnhof ?(:

→ nine in credits (;

→ absence: bei ultra-schall-bild "werbetafel" einbaun...

- mit drehenden Streifen ✓

- 2. bild ist screenshot von Ballaspiel

You want to be important.

You want to enjoy life.

You want to be famous.

You want to be rich.

You want to be lucky.

You want to save the world.

Then this is the wrong place for you.

Halfquake Amen.

180 : 4 = 45

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pestilence: - nach oben Spieler in Mitte drücken!!

hq2_11: mehr Energie nach 1. hurting-button

hq2_15: - rock auseinander wenn Spieler im Lobby.
- auf Turm die letzte Karte - am net so nahe zum Rand
→ GENERELL!!

hq2_21 → ~~plattform~~ aufgang mehr nach vorne

hq2_22 → nin-pic is seitnverkehrt

hq2_23 → neben Blume is am Boden a Fehler...
→ a Baum is im Boden

LICHTA! - bei Fliege nicht hinsetzen wegen schwarzem texturfleck
→ bei Blume ebenfalls

readme: known bugs: Try to avoid ~~clutching~~ crouching while being in/on a ... ~~function~~ moving ... Thanks to the engine you might get stuck in/on it.
- once you've pressed a life-cell-button the cell is activated and you ... without pressing the button!

cheats reinschreiben
sv_cheats 1
noclip
god

hq2-24: boxen pushable machen! ✓

env_render bei werbetafeln ? — system von musik box und TV nochmal [illegible] ... war OFF → TV [illegible] ... sound [illegible]!

qu?-textur: hintergrund entfernen (gerubscht!) + [illegible]?! ✓

hq2-27: ? tot zwischen zwei Hände in Raum → warum net ??? ✓
— game-texts LANGER! ✓

hq2-29: center ding langsamer machn ✓

[illegible]

✓ phoenix SKY!! — night
✓ hq2-14: über Eingang
zu verst.
room
licht

✓ hq2-12: button licht machn!

✓ hq2-28: active + transp

✓ hq2-29: bla-extra trigger

✓ hq2-23: lichts!

(1 - suit login.wav, wiad zu "cheater - cheater - cheater!", loophacked;)

2 - labyrinth als dm level mochn; im turm is ana mit ana fettn gun, in dem raum mit life death exit liegt a crossbow;

3 - ambience level mit sadism school usw als dm level umsetzen; in raum, wo man normalerweise de bj-hinrichtungs-sequenz siagt, kimmt a knopf rein, der den hintergrundsound (typischer ambience-sound) abschaltet; (game_text: "Background sound is now off." bzw. "on");

4 - life/death/exit zellen, sword of sadism, machinegun und crossbow in hq2_phoenix einbauen;

(5 - level mit de säulen und dem grünen knopf in der mitte ebenfalls als dm umwandeln, unterer changelevel wiad zu an teleporter nach ganz oben; oben: knöpfe entfernen, labyrinthartige wände hinzufügen, trigger_hurts da lassen;)

6 - in hq2.wad deselben texturen aus phoenix.wad nomal einbaun;

7 - sollte in an dm-level jemand a schwert griagn, dann steht beim activator "You're ~~now~~ invincible for thirty seconds." Dann is da a riesiger trigger_hurt nur fian activator, -999, der nach 30 sekundn wida ausgschoit wiad; des schwert imma in an grünen schutzschild (wia beim somos) legn, der noch 2 mins oda so aufgeht;

8 - lounge endlich machn!

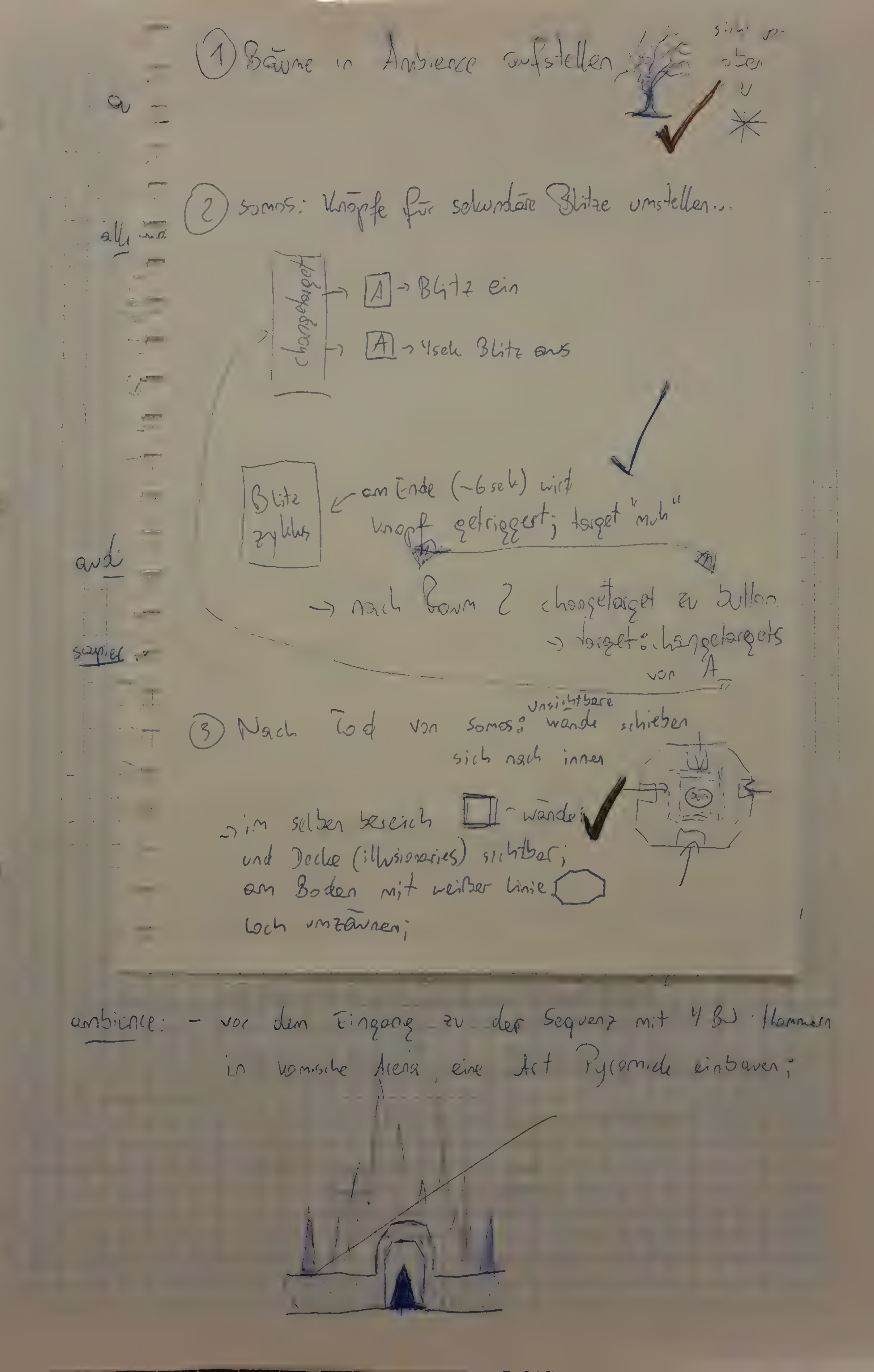
9 - in hq2_30 applaus auf 20die_end einbaun, oda wenn i net zfaul bin, bei jedem der 20 tode, damit applaus glei da is

geschätzte zeit:
1 - 10 mins
2 - 30 mins
3 - 30 mins
4 - 30 mins
5 - 60 mins
6 - 30 mins
7 - 10 mins
8 - 120 mins
9 - 30 mins
----
350 minuten
bzw. ca. 6 stunden

– in Raum mit avri-"kiss"-textur an beiden Seiten folgende Konstruktion anbringen:

– neuer diary-bg-sound BITTE!

weiße func_rotatings mit immer um 15° mehr; sound von pushables mit low pitch



(1) Bäume in Ambience aufstellen

(2) somos: Knöpfe für sekundäre Blitze umstellen...

changetarget → [A] → Blitz ein

→ [A] → 4sek Blitz aus

[Blitz zyklus] ← am Ende (~6sek) wird knopf getriggert; target "mich"

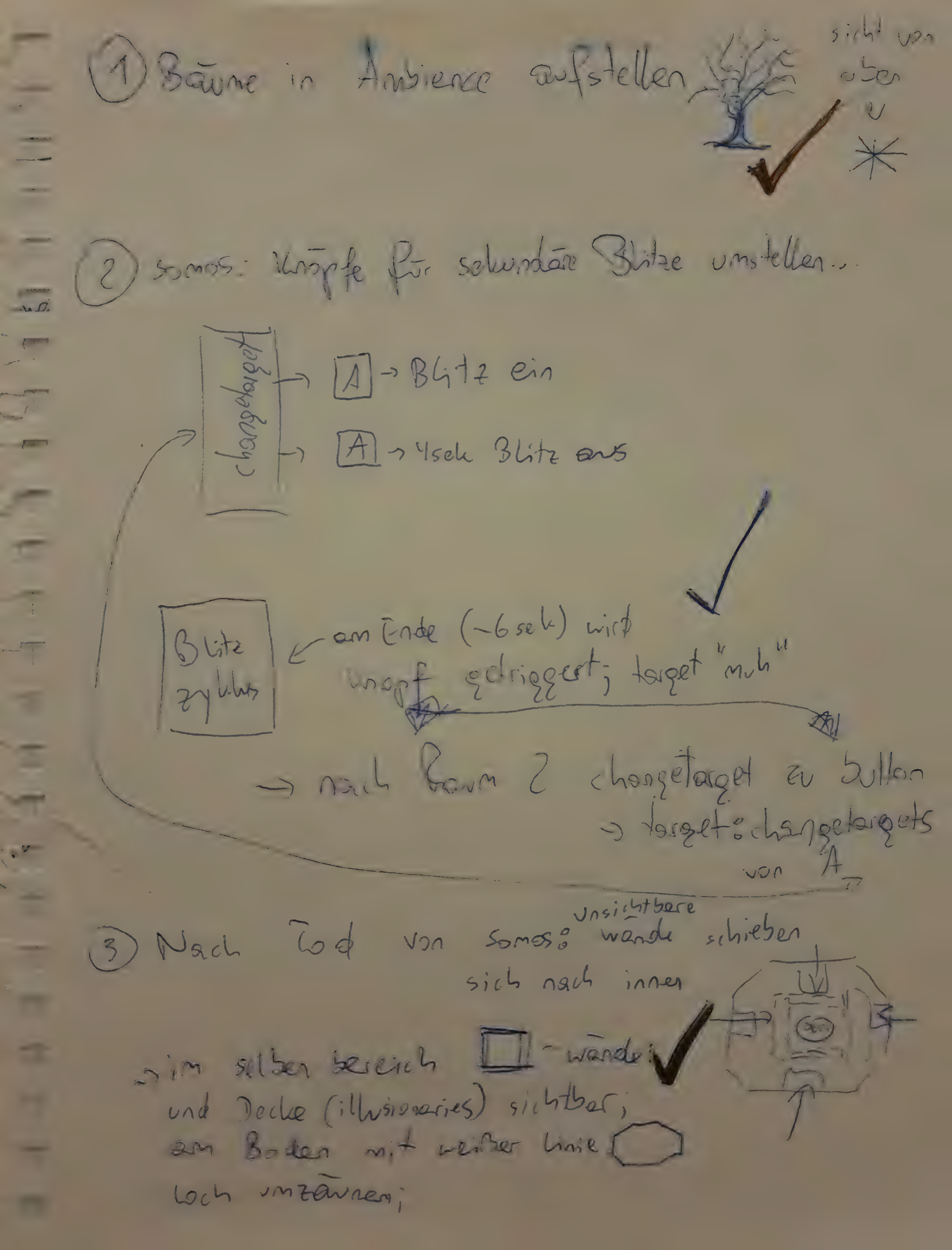
→ nach Baum 2 changetarget zu button

→ target: changetargets von A

(3) Nach Tod von somos: unsichtbare wände schieben sich nach innen

→ im selben bereich [ ] wände und Decke (illusionaries) sichtbar; am Boden mit weißer Linie Loch umzäunen;

ambience: - vor dem Eingang zu der Sequenz mit 4 Bl. Hammern in komische Arena eine Art Pyramide einbauen;



1) Bäume in Ambience aufstellen

sicht von oben

2) somos: Knöpfe für sekundäre Blitze umstellen..

changetarget → [A] → Blitz ein

changetarget → [A] → 4sek Blitz aus

Blitz zyklus ← am Ende (~6 sek) wird Knopf getriggert; target "null"

→ nach Baum 2 changetarget zu button

→ target: changetargets von A

3) Nach Tod von Somos: unsichtbare wände schieben sich nach innen

→ im selben bereich [] - wände und Decke (illusionaries) sichtbar, am Boden mit weißer Linie Loch umzäunen;

audience: Labyrinth: alle grünen "Dächer" func-illusionary machen, anfangs unsichtbar
+ 6-eckig!

allgemein: gang mit Würfeln auf jeder Wand:

pushable

Trigger

Spieler geht nicht! auf clip!

audience: bei raum mit springen + symbolen boden weiter nach unten!

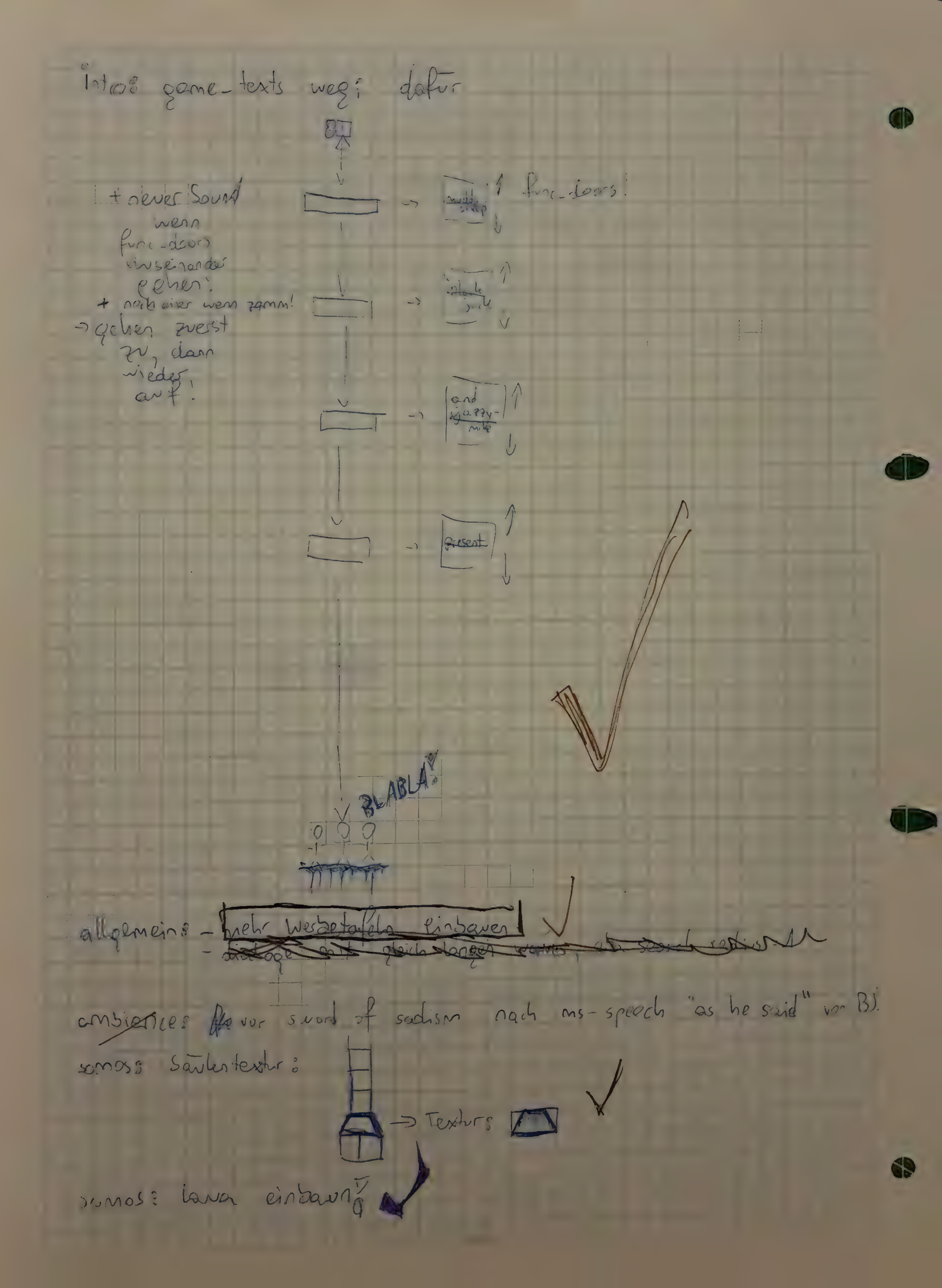
sapient: - an Christbaum Kugeln hängen und kleine Päckchen darunter stellen; Texturen:

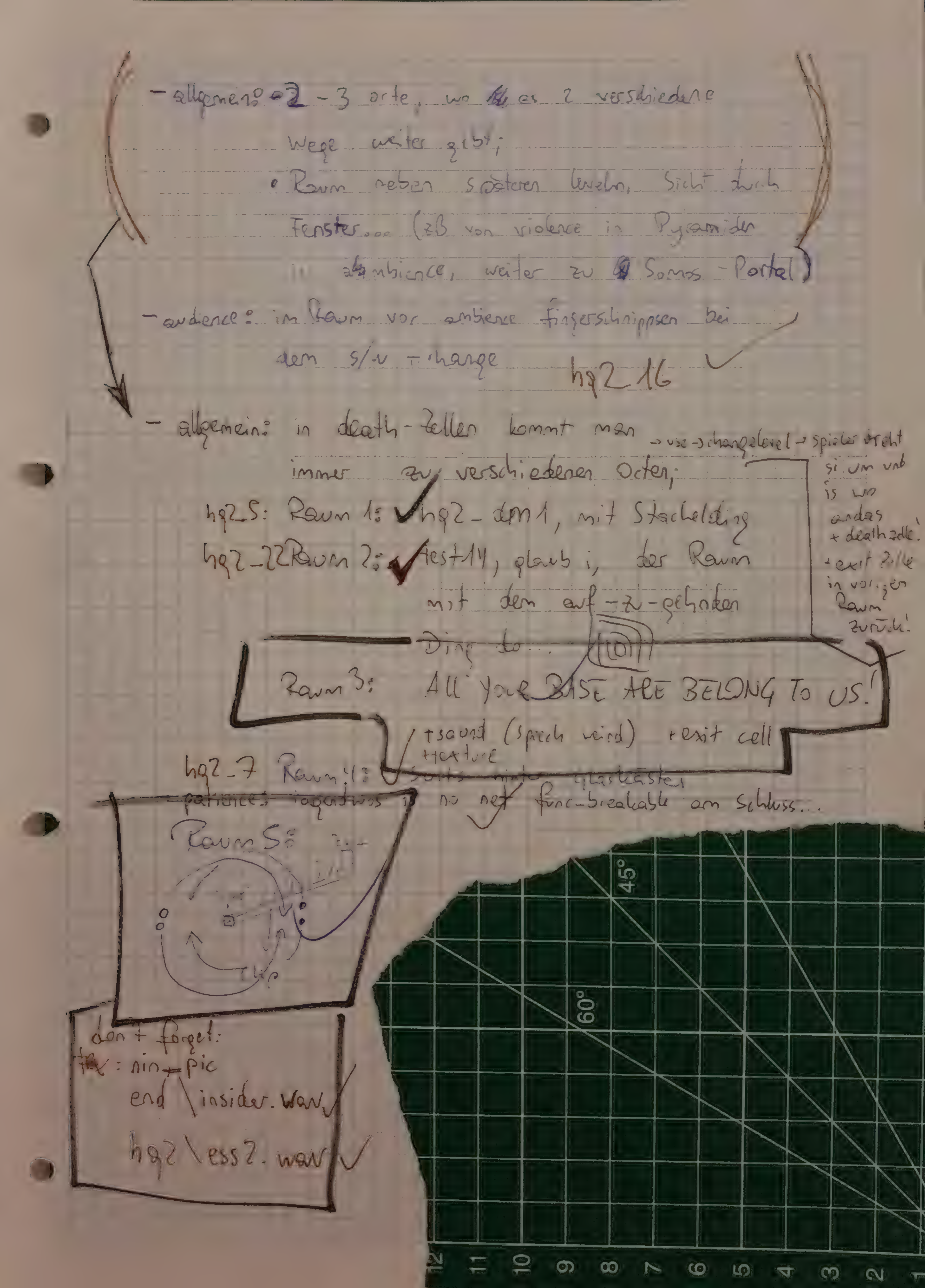
oben 4 seiten

→ wenn Geist befreit wird, Beben einbauen!
+ 4 weiße Linien (func-doors)
+ irgendeinen Sound

- eventuell am Start Tor mit "Ambience"-Schild

ambience: - vor dem Eingang zu der Sequenz mit 4 BJ-Hammern in komische Arena eine Art Pyramide einbauen;


Intro: game_texts weg: dafür
+ neuer Sound wenn func_doors auseinander gehen!
+ noch einer wenn zamm!
→ gehen zuerst zu, dann wieder auf!
func_doors!
present
BLABLA
allgemein: – mehr Werbetafeln einbauen
ambiences: vor sword of sadism nach ms-speech "as he said" von BJ.
somos: Säulentextur:
→ Texturs
somos: lava einbaun



- allgemein: 2-3 orte, wo es 2 verschiedene Wege weiter gibt;
  - Raum neben späteren leveln, Sicht durch Fenster... (zB von violence in Pyramiden in ambience, weiter zu Somos-Portal)
- audience: im Raum vor ambience Fingerschnippsen bei dem s/w-change ✓

hq2_16

- allgemein: in death-Zellen kommt man immer zu verschiedenen Orten;

  → use → changelevel → spieler dreht si um und is wo anders + death zelle + exit zelle in vorigen Raum zurück!

  hq2_5: Raum 1: ✓ hq2_dm1, mit Stachelding

  hq2_22 Raum 2: ✓ test14, glaub i, der Raum mit dem auf-zu-gehnden ~~Ding too...~~

  Raum 3: ALL YOUR BASE ARE BELONG TO US!

  ✓ +sound (sprech wird) +exit cell +texture

  hq2_7 Raum 4: ~~...hinter glaskasten patience; irgendwas~~ no net func-breakable am Schluss... ✓

  Raum 5:

don't forget:
~~fix~~: nin_pic
end\insider.wav ✓
hq2\ess2.wav ✓

Ing - Geschichte:

Einleitung — Hochzeit, letzter Satz: Sie lebten glücklich — bis zu ihr Lebensende.

Zwischengeschichte mit Streit unter Kindern ->
-> Pistole -> Schuß durch Fenster, durch Hochzeitpaar

Hauptgesch. — Anfang in Café mit 2 Personen, eine davon ist Herr d. Fliegen, andere Hauptperson;

Erstes Wort: "Gut!"

-> Jemand der beiden liest Artikel über Hochzeitsunfall

-> Hauptperson findet am nächsten Morgen einen roten Faden, der vor seiner Tür beginnt und vor dem Haus in die entgegengesetzte Richtung leitet, in der die Hauptperson in Richtung Arbeit gehen muss;

-> roter Faden zieht sich durch ganzes Institut ?

-> nach dem Arbeitstag kommt Hauptperson nach Hause, ignoriert roten Faden aus Müdigkeit, vor seiner Wohnungstür sieht er wegen Abstreifen seiner Füße auf Fußmatte -> roten Fadenbeginn; Diesmal folgt er dem Faden;

-> Gasse, Faden nicht zu Ende; Hauptperson wird übersrumpelt, „Halt, wer -!"; Dunkle Stimme: „- ist da!"

-> 4: Hauptperson erwacht in Halfquake, stirbt bald; -> oder verschwindet und taucht beim 2. [illegible] wieder auf

Zwischengesch.: wieder eine sad. Geschichte wie Einleitung;

2. Hauptgesch.: 2. Hauptperson; Zeitungsverkäufer auf Straße;

schreit Schlagzeilen eines Fliegenmannes "Herr der Fliegen" und die der Zwischengeschichte;
-> Gedanken über Job usw.
nach Arbeitstag findet er roten Faden vor seiner Wohnung -> hatte ja nichts zu verlieren
-> folgt dem Faden in U-Bahn-Station;
wird übersrumpelt; „Halt, wer -!" — „- ist da!"

2. Hauptpers. stirbt bei Somnus;
-> vor Somnus: Warum erwiet [illegible]

trainingslevel

ms: well my friend,... we hope you are already experienced in suffering from sadism...
bj: ...cause NOW we will introduce to you:

bj+ms (durcheinander murmeln): where's the sheet? i dunno. what do u mean u dunno? what did we write down? i dunno fuck wheres this stupid sheet i dunno shut up damn wheres it i dunno - look a cat
blackjack: idunnohlookacat*ZUUUUUUUF*

(pause)

ms: loooooook! the cat had swallowed the sheet!! pick it up!
bj: yesssssssssssSIR. *zettelraschln* here you are.
ms: thank you. now... lets get it on *GGGGGGGGGGGG*

(pause)

bj: *räusper* cause NOW we will introduce to you:
blackjack: ms+bj: THE F*BEEEEEEEEEEEEEEP*
blackjack: (pause)
blackjack: ms: the f*beeeeeeeeeep*?!?!?
blackjack: wtf*beeeeeeep* is that??!?! who wrote that sh*beeeeeeeep*

Hobo:

What exactly was the idea of the halfquake series, was it made to challenge the player, or was there other more sinister reasoning? >)

ALLGEMEIN

dunkla raum ->

ms: guess what!? you cant see anything (ms+bj MWAAAAAAAAHAHAHAHAHAHHAHAHAHAHAHAHAHAHAHAHAAAA)
ms: now thats a situation u'll get used to while suffering in our institute

ms: if your confronted with this ... erm ... kind of nothing (ms+bj giggle) be patient, wait for something to happen. or simply look around, look for a white line like this one *ZUFF* *GGGGG*

bj: (relaxed) and now... (screams psychotically) PISS OFF!!!!!!!!!$(=/%"($%(%§/&=%

kommt nach den ganzen ←

(haufn turrets aus wand und überall rundherum..... *WHEEEEEEEEEEEEEE* ...
BALLABALLABALLABALLABALLABALLABALLA
...
weißwerd

Hobo:

what exactly was the idea of the halfquake series, was it made to challenge the player, or was there other more sinister reasoning? >)

to screw with the player was
the main goal, not challenge specifically
but to play tricks, i.e. Quake scene
of key vanishing or floor slowly
going away

Dialoge mit gleich langen WAVES?

bj

ms

jm

vielleicht gehts doch mit dem search radius auf 1 ?

trainingslevel

ms: well my friend,... we hope you are already experienced in suffering from sadism...
bj: ...cause NOW we will introduce to you:

bj+ms (durcheinander murmeln): where's the sheet? i dunno. what do u mean u dunno? what did we write down? i dunno fuck wheres this stupid sheet i dunno shut up damn wheres it i dunno - look a cat
blackjack: idunnohlookacat*ZUUUUUUUF*

(pause)

ms: looooook! the cat had swallowed the sheet!! pick it up!
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(pause)

bj: *räusper* cause NOW we will introduce to you:
blackjack: ms+bj: THE F*BEEEEEEEEEEEEEEP*
blackjack: (pause)
blackjack: ms: the f*beeeeeeeeeep*?!?!?
blackjack: wtf*beeeeeeep* is that??!?! who wrote that sh*beeeeeeeep*
blackjack: and why the f*beeeeeeep* are all my f*beeeeeeep*ing swear words *beeeeeeeeep*ed away?!?!?
DAMN!!!!!
blackjack: bj *kichert*
blackjack: MS: GIMME THAT PEN OVER THERE!!!
bj: yao
blackjack: (schritte hin und wieder zruck)
blackjack: ms: thanks (kritzelt)
blackjack: BJ: *räusperhuströchelkotz* cause NOW we will introduce to you:

(pause)

ms+bj: ADVANCED SADISM THEORY
blackjack: (vielleicht nu mit THE davor *GGGGGG*)
blackjack: gleichzeitig siachts so a riesig.s tor wo gonz fett A.S.T. draufsteht
blackjack: und donn auf amoi
blackjack: oiso de kamera is
blackjack: so von unten auf die mächtige tür raufschauend
blackjack: und donn auf amoi *g*
blackjack: g.ht de dia auf *GGGGGGGGGGGGG*
blackjack: und de kamera foad durch
blackjack: und do is a wond vor ihr *GGGG*
blackjack: und donn siachst hoid so de wond
blackjack: und de kamera
blackjack: schwenkt so suchend noch links und rechts
blackjack: wie wonn hoid wer an ausweg suacht
blackjack: und donn mochts kurz a pause
blackjack: schaut noch unten
blackjack: scrollt gonz zum boden obi
blackjack: und do is iag.ndwo a gooooooooonz a klane winzige dia *GGGGGGGGGGGGGGGGGGGGGGGGGGG*
do steht drauf hq:amen
blackjack: und de g.ht auf und do foad de kamera eini *GGGGGGGGGGGGGGGGGGGGGGGGGG*
blackjack: und donn wirds schwoaz higgehigge
blackjack: oiso MOCH DES *GGGGGGG*
blackjack: mwaaaaaahahahahahahahahhahahahahaha
----

dunkla raum ->

ms: guess what!? you cant see anything (ms+bj MWAAAAAAAHAHAHAHAHAHHAHAHAHAHAHAHAHAHAHAAAA)
ms: now thats a situation u'll get used to while suffering in our institute

ms: if your confronted with this ... erm ... kind of nothing (ms+bj giggle) be patient, wait for something to happen. or simply look around, look for a white line like this one *ZUFF* *GGGGG*

kommt noch den ganzen Raumen! ←

bj: (relaxed) and now... (screams psychotically) PISS OFF!!!!!!!!!$(=/%"($%(%§/&=%

(haufn turrets aus wand und überall rundherum..... *WHEEEEEEEEEEEEEE* ...
BALLABALLABALLABALLABALLABALLABALLA
...
weißwerd

→ ms: , ~~there are some additional important points~~

"very often you need duck-jumps, try to reach the 4 buttons."

→ 4 Knöpfe auf "duck-jump"-hohen blöcken.

exit

→ "not perfect, but okay. now you can see ~~three cells~~ a life cell. If you press the button, your health points gets ~~will be~~ recharged; ~~even if you see nothing~~ that counts ~~also~~ for ~~these~~ life-plattforms ~~too~~. step on it and your ~~health points~~ reach ~~the~~ maximum again. ~~So don't~~ miss ~~them~~..."

stepping on 1 of those life-plattforms has the same effect.

Life Zelle → | → life-plattform am Boden

(Tür geht nach dem obrigen satz auf!)

"you also need some jump'n'run practise. ~~For a perfect jump~~ For a better controlled landing hold duck or walk while jumping.

Leiter, damit Spieler wieder raufkommt

Wenn Spieler runterfällt, Laden von bj*ms *ag*

Knöpfe | Knöpfe → für Tür *g*

→ letzte Reihe extrem dünne säulen

"now go on with some weapon training. shoot the two buttons in two seconds."

waffe + muni → wenn knöpfe gedrückt, Tür auf!

BJ "... and now... PISS OFF!!"

Raum mit riesiger A.S.T.-textur; "ast fliegt auf spieler

existence: → test5.rmf?

→ 4 Knöpfe drücken
– Wände weg → neue Wände mit diagonalen Linien
– "Lift" rauf

Scientists

alienslaves

→ test6.rmf

INTRO

Jancias:

Do you think Halfquake – as a mod/game series – has a future?

enough ~~responsibility~~ for us to let your soul suffer.
~~Oh Tea~~ And please take the guns – we are here to ~~hang~~ have fun."

SADISM schiesst sich als weg zamm

NOCH NICHT

→ Hälften 1 & 2 klappen nach unten

player start

fährt hoch

(quietschen von ... ngx)

→ in ~~blau~~ schwarzen block
+ shake wenn unten und dumpfes Geräusch

Jancias:

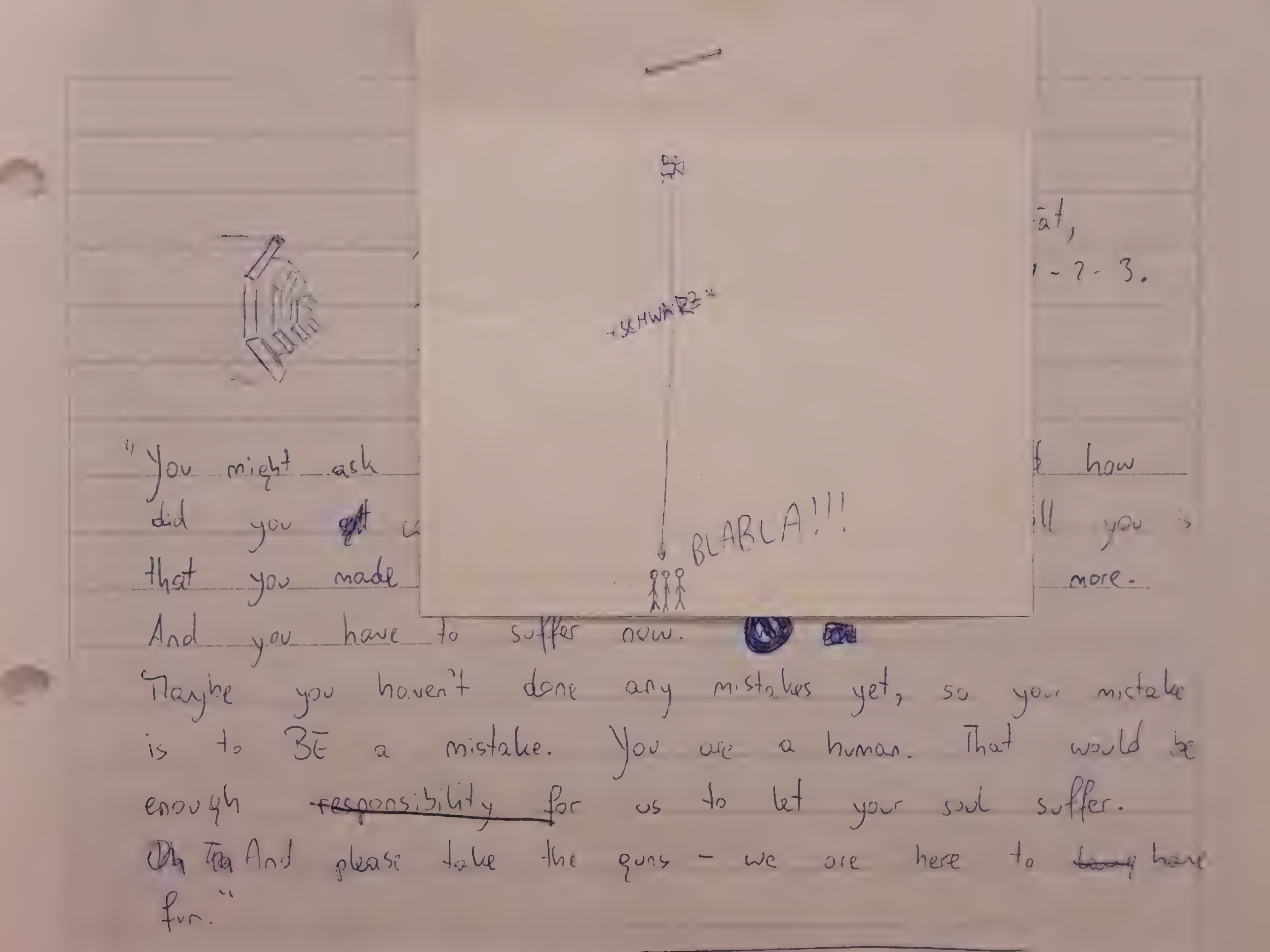
Do you think Halfquake

-as a mod/game series-

has a future?

yes – especially Halfquake: Rebirth can only exist as a mod, I think that's a big part of it – that it's part of Half-Life

-> I will try a Unity game, spiritual successor different name, we'll see

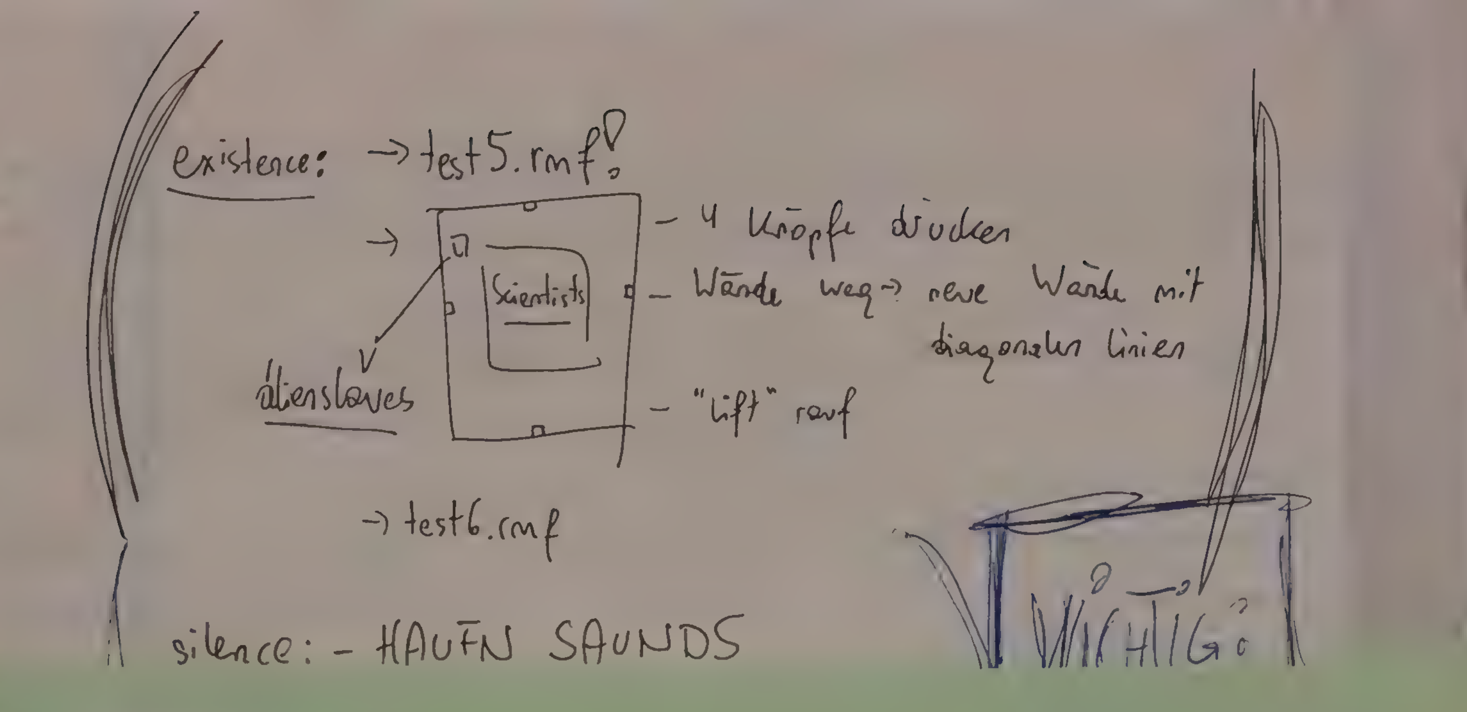


SCHWARZ
BLABLA!!!
at,
1 - 2 - 3.
"You might ask how
did you you
that you made more.
And you have to suffer now.
Maybe you haven't done any mistakes yet, so your mistake
is to BE a mistake. You are a human. That would be
enough ~~responsibility~~ for us to let your soul suffer.
And please take the guns – we are here to have
fun."

Wenn Spieler in Raum quält,
erleuchten nach der Reihe 1 - 2 - 3.
Dann Stimme:

"You might ask yourself, what ~~are you~~ are you doing here? and how did you ~~get~~ come in this situation. All I can tell you is that you made a mistake in the past. Maybe even more. And you have to suffer now.

Maybe you haven't done any mistakes yet, so your mistake is to BE a mistake. You are a human. That would be enough ~~responsibility~~ for us to let your soul suffer.
~~Oh~~ ~~Tea~~ And please take the guns - we are here to ~~~~ have fun."

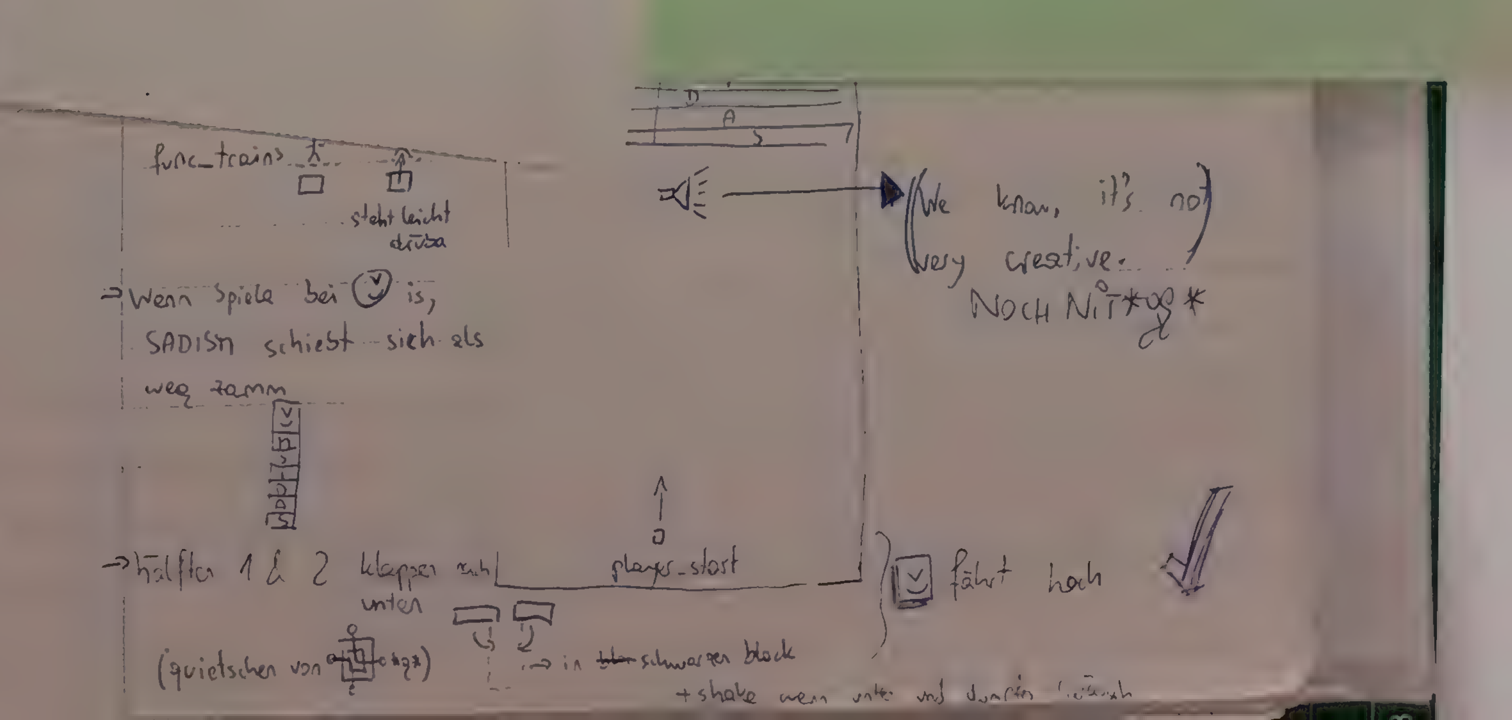


Greatfox:

How did the peculiar black-white-green style of Amen come into existence?

Also, are you going to sell Amen- and Catty&Batty-themed doodle painting books?

PESTILENCE



Greatfox:

How did the peculiar black-white-green style of Amen come into existence?

Also, are you going to sell Amen- and Catty&Batty-themed doodle painting books?

artstyle: how do we screw with player?

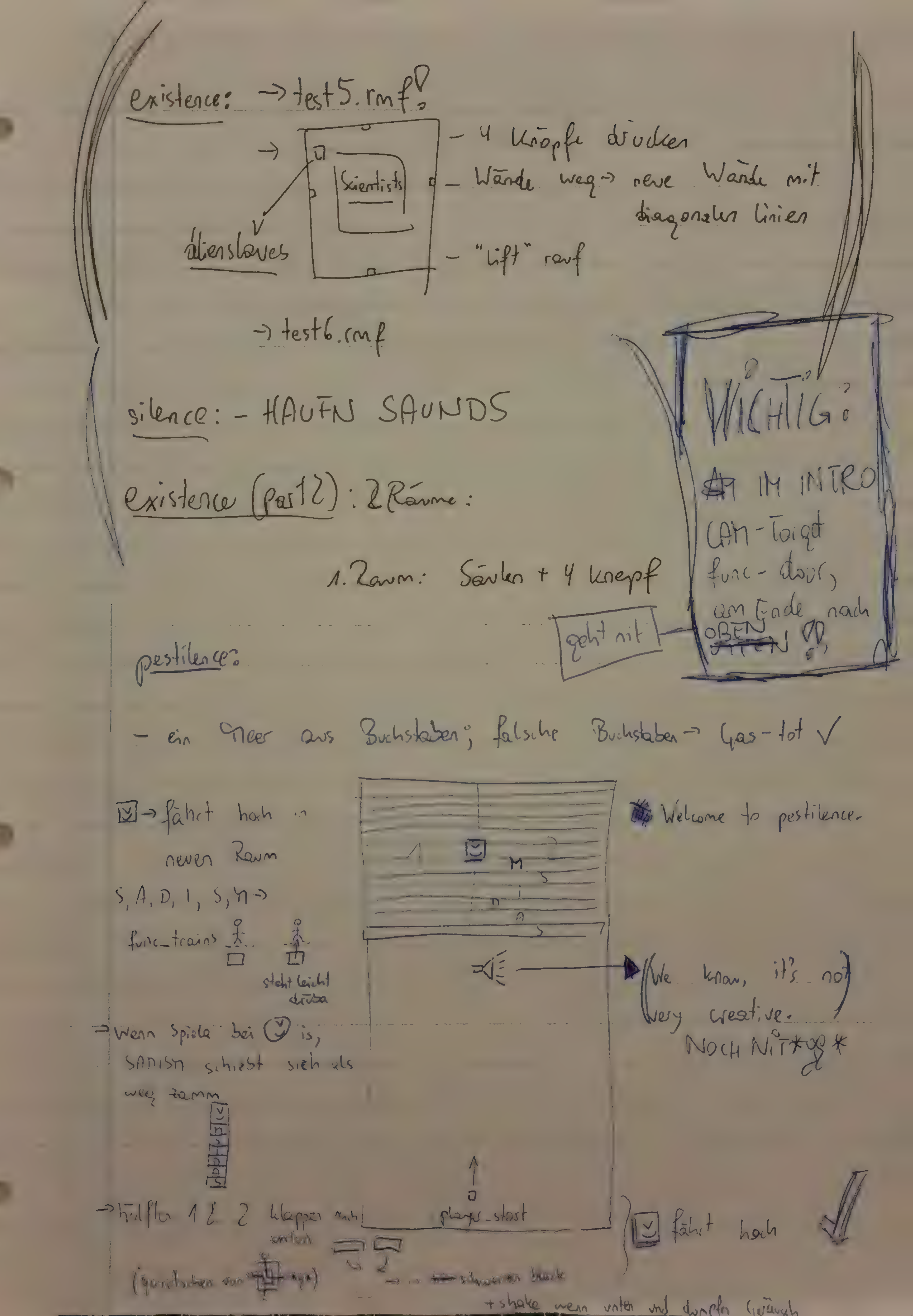
-> remove graphics

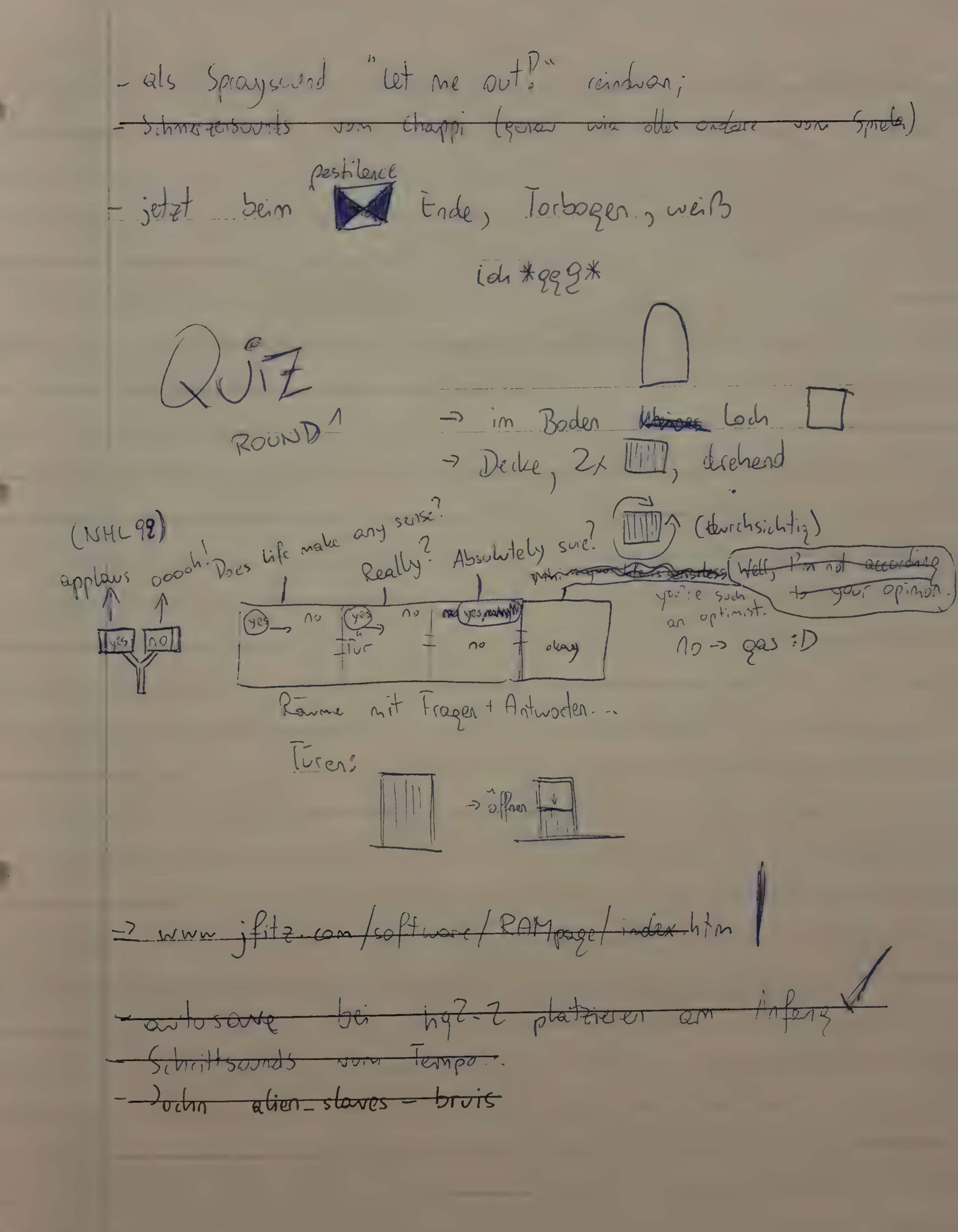
-> grid come probably from System Shock training level

-> green - cause HQ was red :D green looked cool

painting books: you mean for coloring?
heard it mentioned before, maybe in future

Great!


existence: → test5.rmf!
→
Scientists
aliensloves
– 4 Knöpfe drücken
– Wände weg → neue Wände mit diagonalen Linien
– "Lift" rauf
→ test6.rmf
silence: – HAUFN SAUNDS
existence (part2): 2 Räume:
1. Raum: Säulen + 4 Knopf
WICHTIG:
IM INTRO CAM-Target func-door, am Ende nach OBEN!!
geht nit
pestilence:
– ein Meer aus Buchstaben; falsche Buchstaben → Gas-tot ✓
→ fährt hoch → neuen Raum
S, A, D, I, S, M →
func_trains
steht leicht drüber
Welcome to pestilence.
(We know, it's not very creative.)
NOCH NIT!!
→ Wenn Spieler bei ☺ is, SADISM schiest sich als weg zamm
→ Hälften 1 & 2 klappen nach unten
player_start
fährt hoch
+ shake wenn unten und dumpfes Geräusch



- als Spraysound "Let me out!" reintun;
- ~~Schmerzensounds vom Chappi (genau wie alle andere vom Spieler)~~

- jetzt beim pestilence Ende, Torbogen, weiß

ich *ggg*

QUIZ
ROUND 1

→ im Boden ~~kleines~~ Loch
→ Decke, 2x, drehend (durchsichtig)

(NHL 98)
applaus oooh!
yes no

Does life make any sense?
Really?
Absolutely sure?
~~... is senseless~~
~~Well, I'm not according to your opinion.~~
you're such an optimist.

yes → no
yes → no
Tür
yes no
okay

no → gas :D

Räume mit Fragen + Antworten...

Türen:

→ öffnen

~~→ www.jfitz.com/software/RAMpage/index.htm~~

~~- autosave bei hq2-2 platzieren am Anfang~~ ✓
~~- Schrittsounds vom Tempo.~~
~~- John alien_slaves = bruis~~

Ende von Postilence:

→ Spieler geht durch Loch in der Wand;

→ slave tot, spieler fällt ein bisschen runter (ct?);

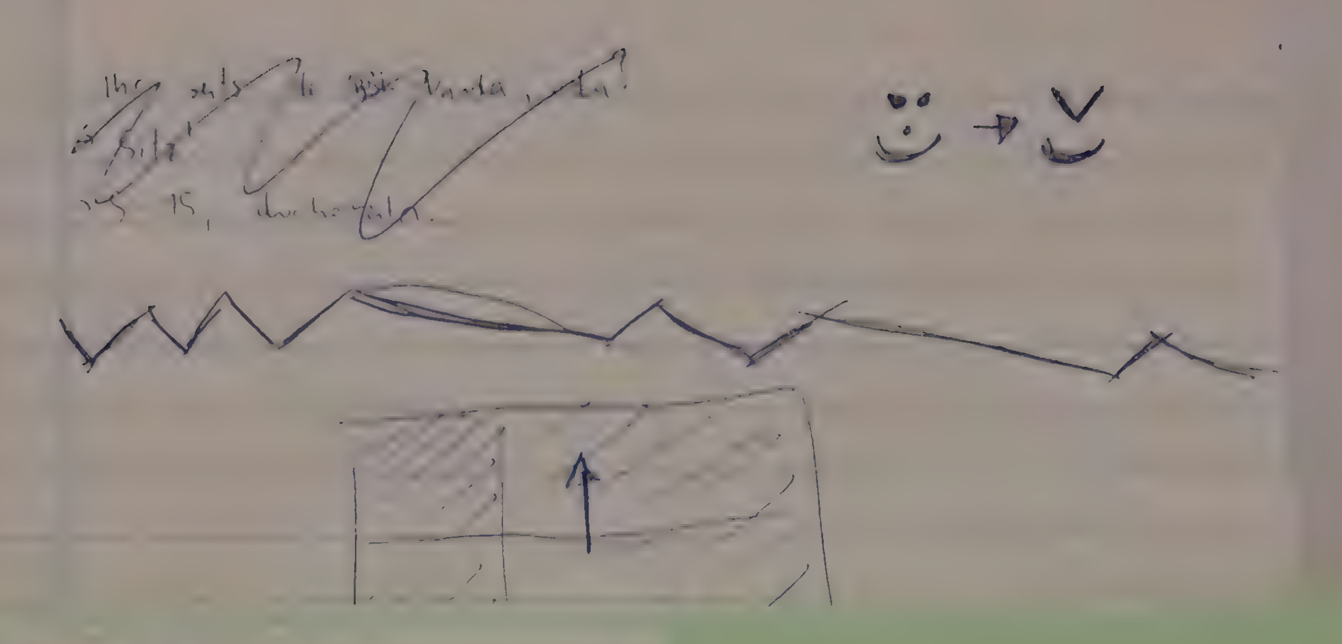
→ Gang mit melodischen Triggern

→ jeder trigger-mult. → bei jedem ton weiße linien-
andere töne,
bei jedem 4. ton auch Grundton (Bass?)

→ ~ 80 trigger

(jeden Ton einer Tonleiter aufnehmen und auf Orgel aufschreiben!)

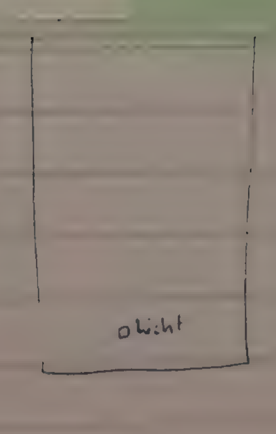
→ am Ende vom Gang ein Bild von Giger hinter einem 6-Eck und einer durchsichtigen "Papier"-textur; + Exit-Kabine; → changelevel zu existence



WithOneException:

What can change the nature of a victim?

EXISTENCE

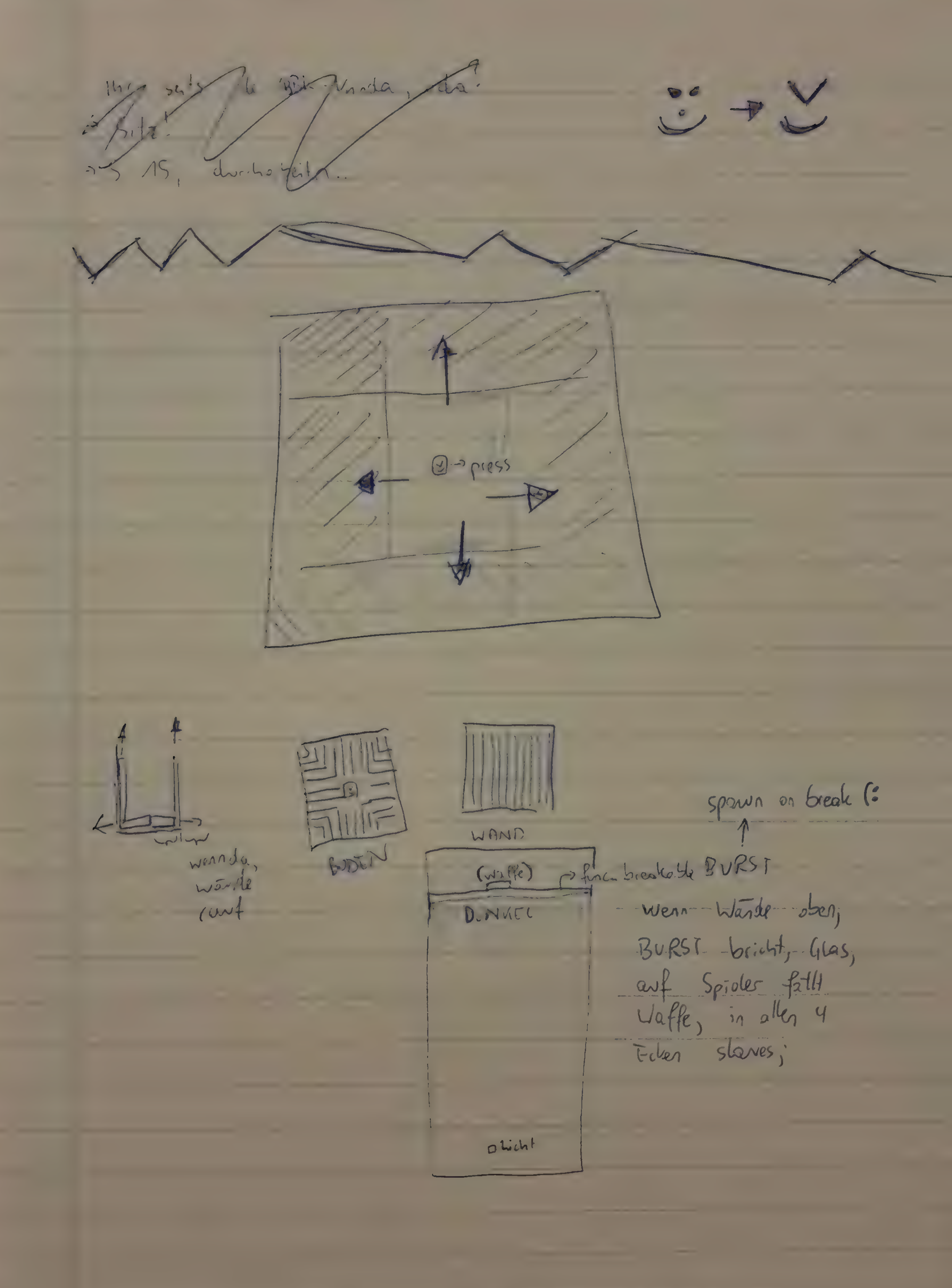


BURST [illegible]; [illegible],
auf Spieler fällt!
Waffe, in allen 4
Ecken stanzs;

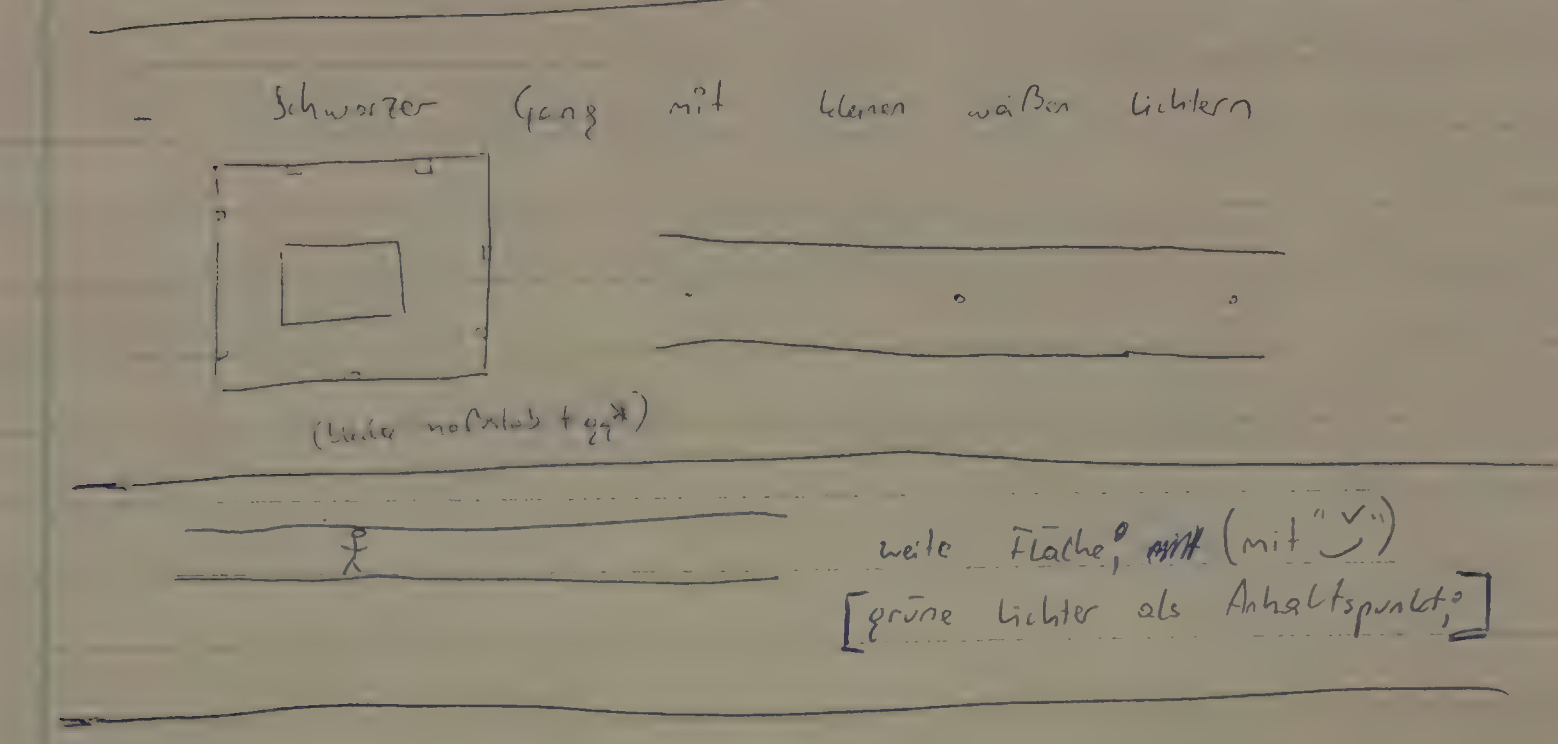
With One Exception:

What can change the nature of a victim?

mindset, goals



press
WAND
BODEN
spawn on break (:
(Waffe)
→ func breakable BURST
DUNKEL
o Licht
Wenn Wände oben,
BURST bricht, Glas,
auf Spieler fällt
Waffe, in allen 4
Ecken slaves;



<u>Existence:</u> vier Strahler (perfekter angeordnet...)
beginnen zu leuchten;
von oben erscheint schwarze
Decke, bleibt über Kopf von
Spieler stehen;
Strahler beginnen sich zu drehen;
langsam wird Spieler nach oben
bewegt (kleine Streifen an Mauer einbauen);

vor Licht weg, background von Schallplatte,
Licht weg, Schallplatte langsamer und aus;

"Strahler"- Sounds; DING - FRRR;

Ende von Existence:

bei Raum mit drehenden Stacheln:

- → Stacheln etwas verkleinern (weil sie im mittleren Raum ja abschnittn werdn...)
- → an jeder Wand riesige BJ-Hand-Textur;
- → Spieler muss daran hochklettern, allerdings fliegen ihm Blöcke entgegen;

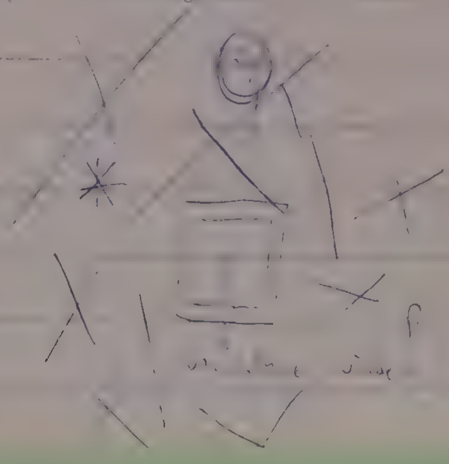
knopf

trigger = c.l.

oder Loch mit trigger-teleport...

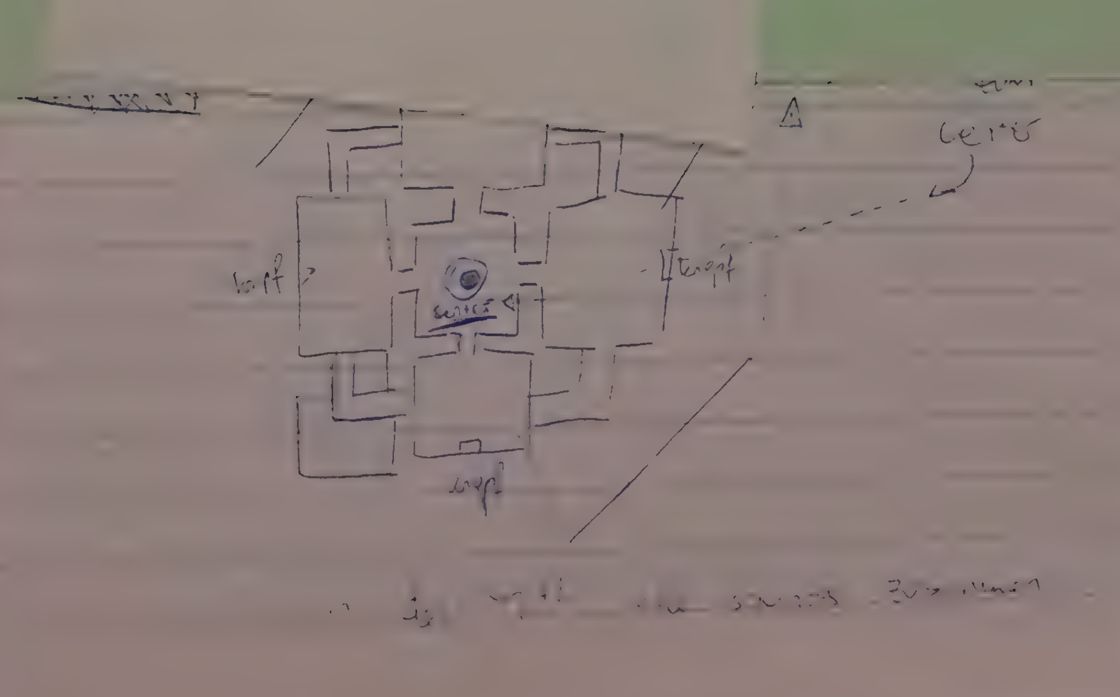
(weiß nit, was dort is...)

Schwarzer Bildschirm, silence, ...
dann → an Haufn bewegende Linien + SOUNDS!



basically everything on my desk,
that was in range of my microphone
+ slowdown + effects (distortion, reverb)
+ random music samples too

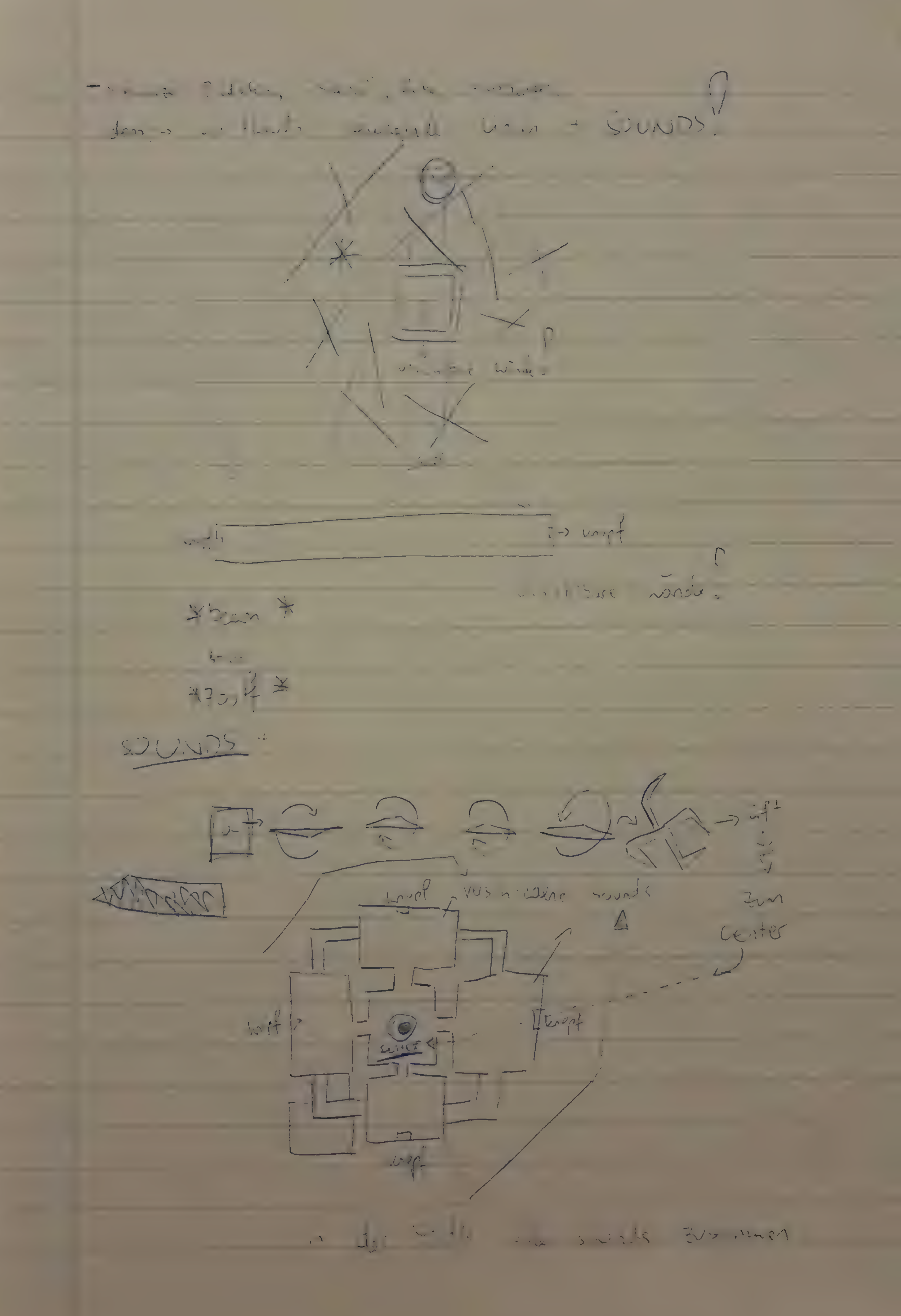
SILENCE



SaimizZ:

How did you make most of the background noises in HQA? Those weird crackling things and stuff

basically everything on my desk,
that was in range of my microphone
+ slowdown + effects (distortion, reverb)
+ random music songs too


SOUNDS!
SOUNDS
Zum
Center

Zwischnsequenz mit Bo

Hinrichtung

the Groovy Intelligent Reject:

You ever imagine your humanoid art manikin
on your desk sprouting wings and flying out of
your window in the dead of night? Where would
an entity of that sort go? Would the day light in morning affect its
behavior any? Would this entity be the sort to prey on smaller entities
or be scared of them? And more importantly, would you be the sort to be
scared of this entity? I don't have many questions or comments pertaining to
the Half-Qale series aside from it being a major inspiration to me
and a unique experience for both players and modders, so I figure
thinking up a monster would be fun. Also one more question:
What's your opinion on socks and sandals?

ESSENCE

the Groovy Intelligent Reject:

You ever imagine your humanoid art manikin
on your desk sprouting wings and flying out of
your window in the dead of night? Where would
an entity of that sort go? Would the day light in morning affect its
behavior any? Would this entity be the sort to prey on smaller entities
or be scared of them? And more importantly, would you be the sort to be
scared of this entity? I don't have many questions or comments pertaining to
the Half-Life series aside from it being a major inspiration to me
and a unique experience for both players and modders, so I figure
thinking up a monster would be fun. Also one more question,
What's your opinion on socks and sandals?

I would be scared of it and run out of the room

I think it would be harmless though and eat plants

So it would hang out in the trees and eat and fly at night

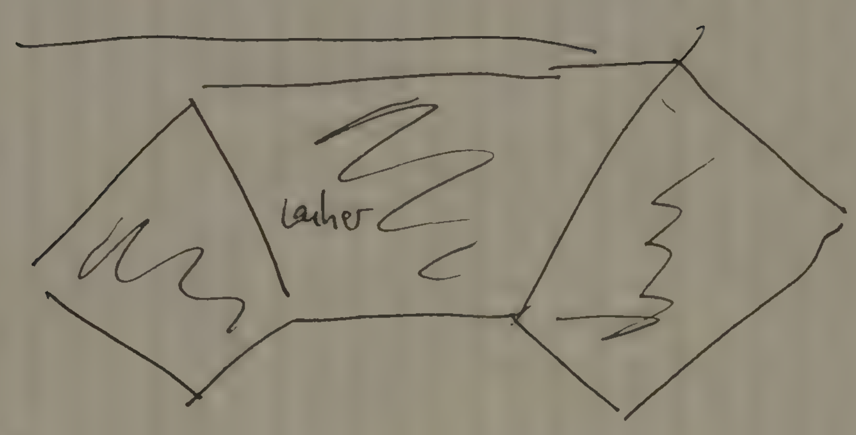
Sandals and socks? Sure why not,

I don't know who said what's right or wrong

all just made up anyway

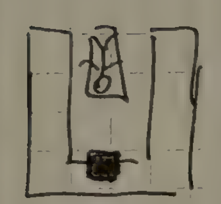
Zwischnsequenz mit BO

Hinrichtung



BJ → ~~Enta~~ a

→ Kamera



→ rückblende am Anfang: yesterday we had 4 victims who claimed that they are more sadistic than we – and then 1-2-3-4 they looked like the puke of our cat...

· weitere Hinrichtung mit 4 Hämmer

am Boden

~~Hea~~

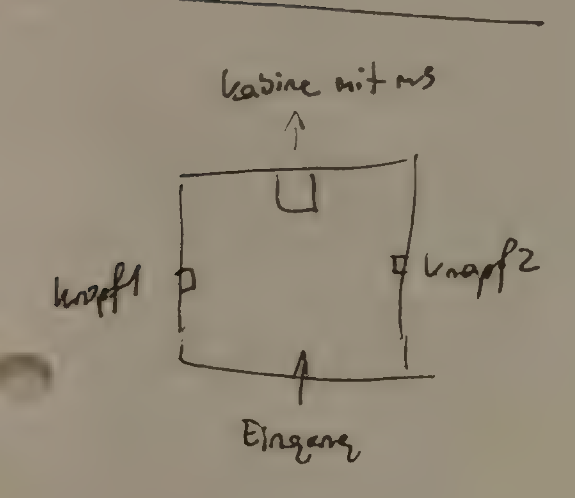
(clap clap) (kamara foat duach haus von hq1 und genau bei welcome
 to halfquake iss beim
fernsehaa und foat rein)

bj: Thank you, thank you, thank you very much.
Welcome to halfquake.

(aus irgndana richtung hert ma imma bj locha und iagndwonn bj loc
ha untabrochn duach
BRRUUUFI (aka ZOOOF))

bj: thank you for joining us once again today. Here you can see o
ur next victim. He just
made it through our test area, AND failed. (appllaauuss)

- essence
  essence beginnt wieder in einem absolut dunklem raum
  dann hörst wida a stimme de mit dir redet, (no nit
  wissen was sagen) und plötzlich sinkn deine hp auf 10
  hinter dir erscheint plötzlich a riiiiiiiiesige textur
  mit einer hand drauf und de bewegt si imma schneller
  auf di zu und von der muast dann davonrennen



Spieler rein, ms: "Finally you arrived. Press the button to my right hand and I'll ~~beg~~ start talking."

Spieler drückt knopf, bekommt Schaden. — hp2/ms_ess1.wav (8s)

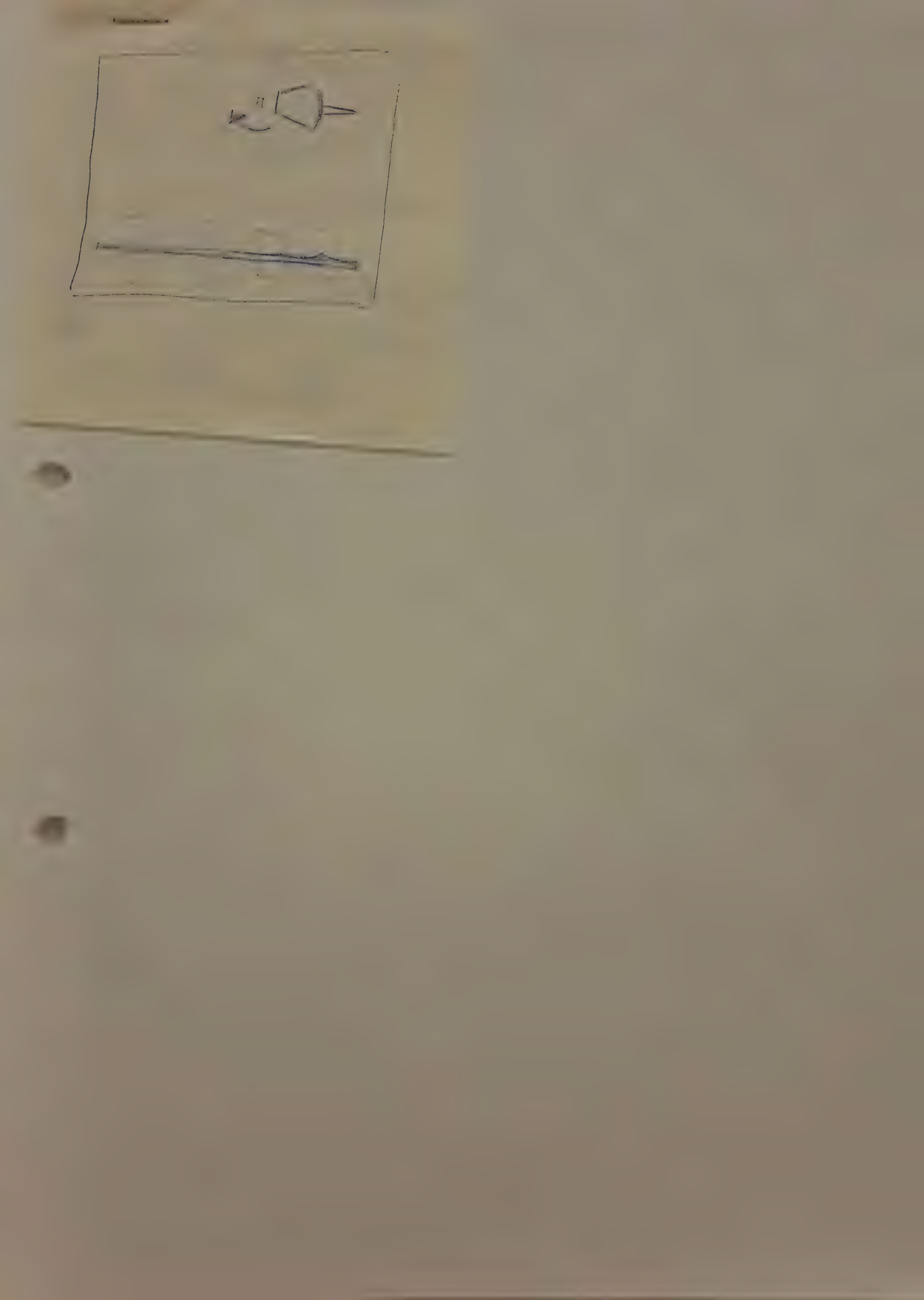
ms: "oh, sorry, I meant THIS button".

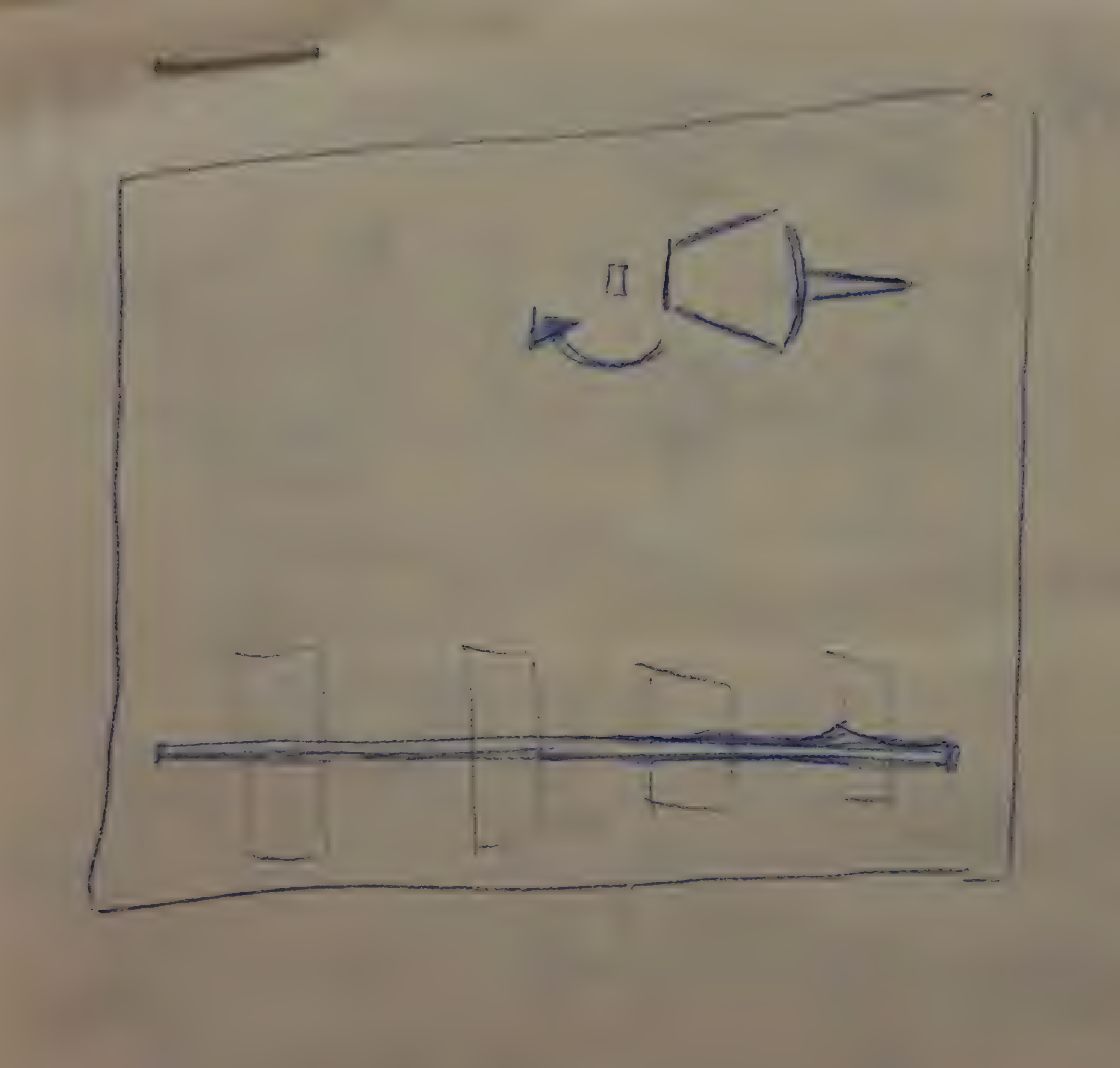
neuer knopf erscheint auf der anderen Seite, — -11- /ms_ess2.wav (3s)

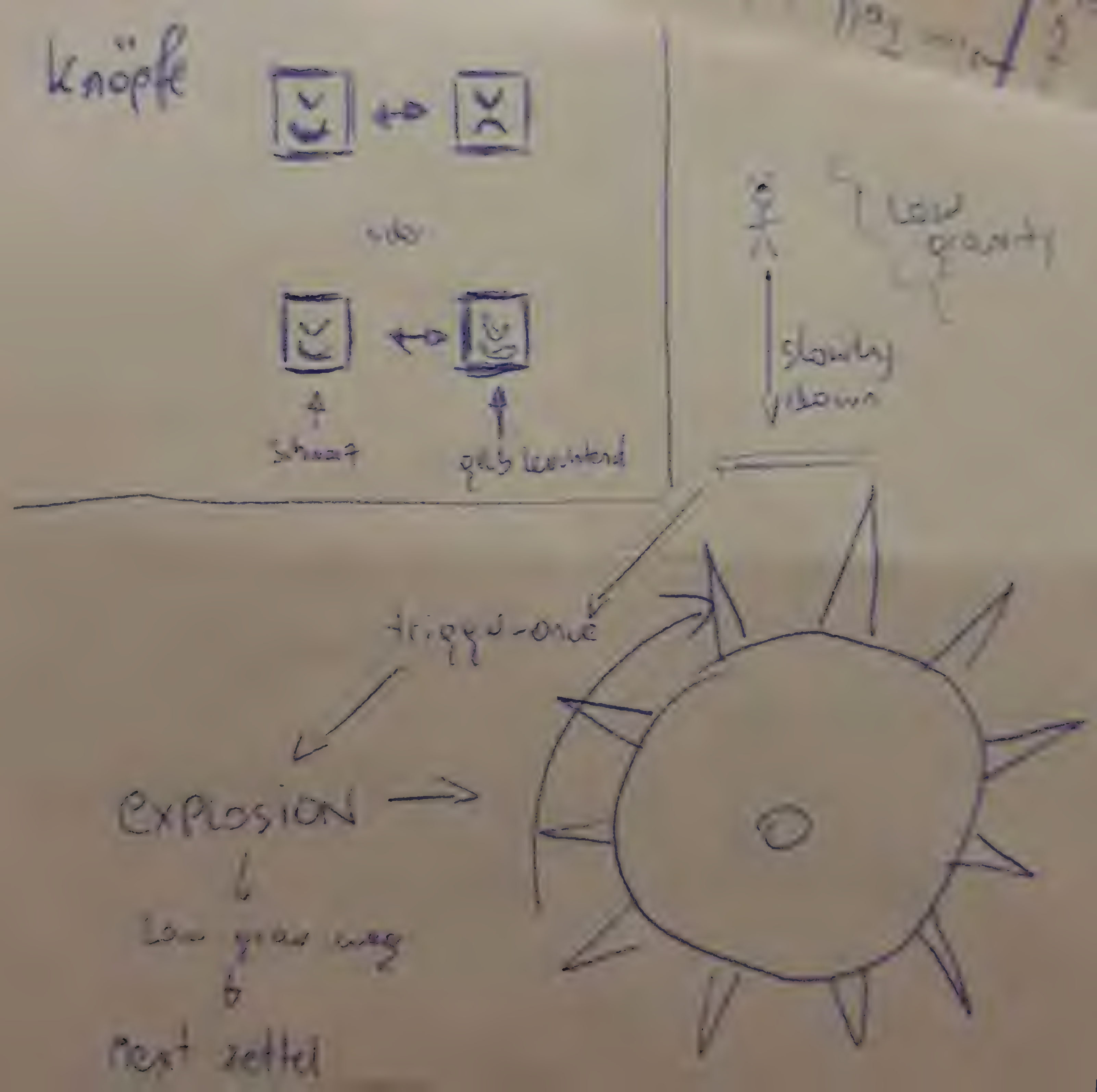
-> wieder Schaden; — -11- /ms_ess3.wav (10s)

ms: "oh, hehe, okay I think the buttons don't work for now... right, then we'll see us..."

kabine + ms verschwinden, knöpfe ebenfalls; -> kreaturen da;







knöpfe
oder
schwarz
gelb leuchtend
low gravity
slowly down
trigger-one
EXPLOSION
next zettel

im Fall mehrere Trigger

1 2 3 4 5 6 7 8 9 10

gehen nach der Reihe zu und auf

→ bj_hierichtungs_

Kammer

offence (änderung):

wenn lifte in 3. Stock → [3 / 2 / 1], fire-on-pass bei path-corner →

→ aphex twin wird langsamer und stoppt schließlich

bg: "aphex twin - i want your soul" - geschrei,
4. Wände zerbersten und a riesige Halle mit

Thanks a lot!
And of course, as I mentioned to you already,
send me those q's

OFFENCE

→ weiße Linien wieder zurück;

→SNS

The Quantum Tantrum:

Good morning from Canada!

First off, congratulations for what I hope to be a successful 20th anniversary of Amen. A gorgeous piece of art. Long story short, I have been working on a documentary-esque video that was supposed to be out for the 20th anniversary but there were some setbacks. I was hoping I could send some questions that I had in regards to all of Half-Quake mods as well as some hints for the Easter Eggs. I've literally gone through all map files, but I feel like I'm missing some.

Anyway, thanks for all the hardwork. K

Thanks a lot!

and of course, as I mentioned to you already,
send me those q's

bq: "aphex twin – i want your soul" – geschrei,
4 Wände zerbersten und a riesige Halle mit
Viecha is do >>

asl b asl

Anfang

START

asl asl

3. (end)

2.

a

1.

a

0.

→ a → Zwischen"decken", → drehend mit Loch darin

→ b → kleine Kabine mit Armbrust + Munition

→ in Mitte ☐ – func_train; spieler rauf, func-train in 1. Stock ⇒ #

⇒ in func train durch env-render "entstandene" weiße Linien, die bis

zum Rand ragen und durch entgegenkommende Linien ergänzt

werden; ; in jedem Stock 2 Knöpfe, func-train weiter;

→ weiße Linien wieder zurück;

→ SNS

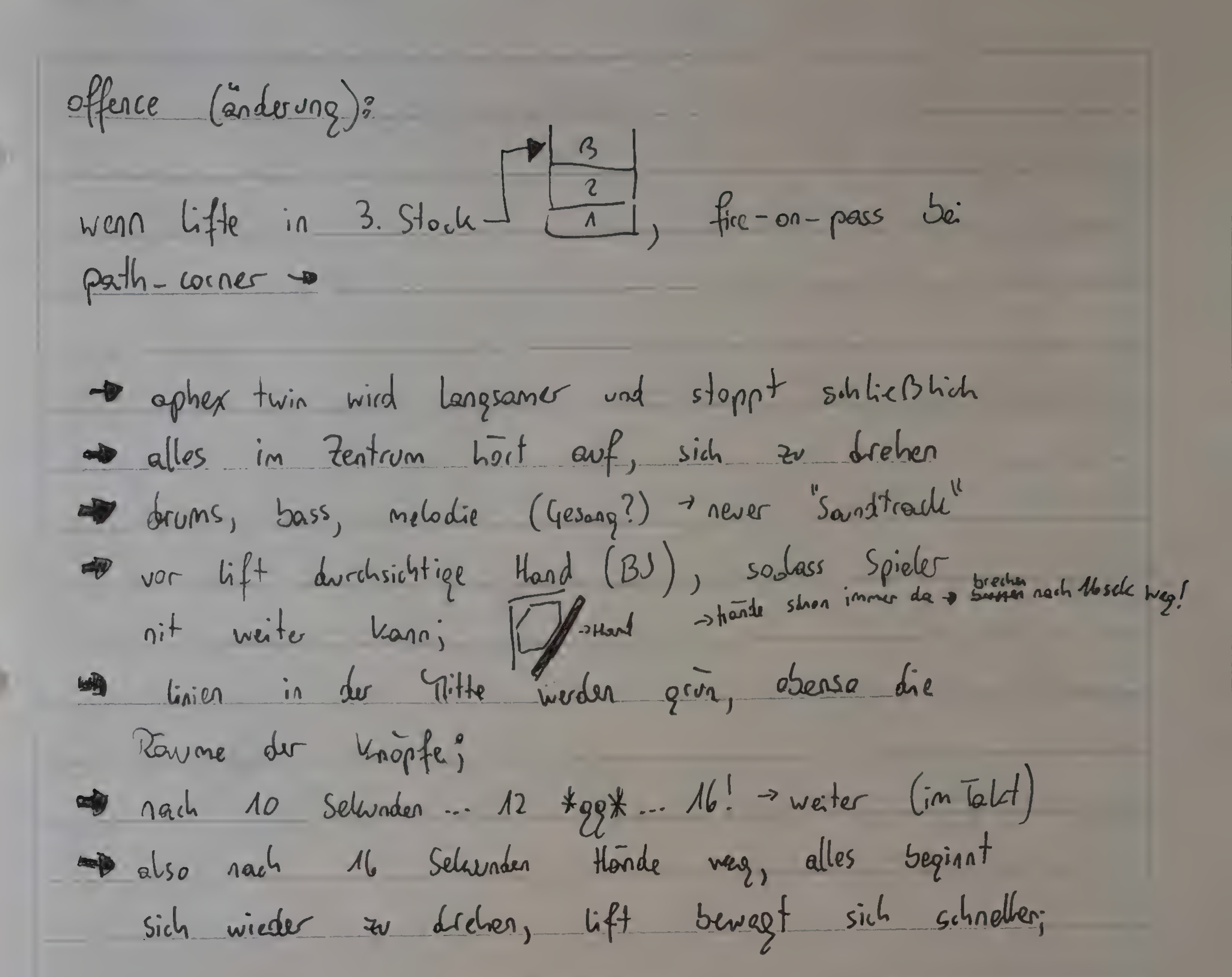
→ im 3. wieder weiße Linien, ~~[illegible]~~

dann weiße Flächen, die Boden zur Gänze ausfüllen;

→ dann wenn weiße Fläche ausgefüllt alle Hintergruntsounds stop!

→ waffe weg;

→ raum1_bj: (siehe next zettel)



offence (änderung):

wenn lifte in 3. Stock → [3 / 2 / 1], fire-on-pass bei path_corner →

- → aphex twin wird langsamer und stoppt schließlich
- → alles im Zentrum hört auf, sich zu drehen
- → drums, bass, melodie (Gesang?) → neuer "Soundtrack"
- → vor lift durchsichtige Hand (BJ), sodass Spieler nit weiter kann; [Skizze] → Hand → Hände schon immer da → brechen nach 16 sek weg!
- → linien in der Mitte werden grün, ebenso die Räume der Knöpfe;
- → nach 10 Sekunden ... 12 *gg* ... 16! → weiter (im Takt)
- → also nach 16 Sekunden Hände weg, alles beginnt sich wieder zu drehen, lift bewegt sich schneller;

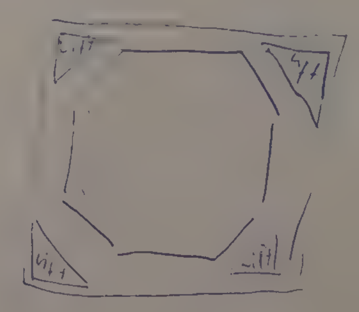
offence:

- am Anfang "offence" - titel neu anzeigen!
- die einzelnen Stockwerke genau anpassen (nicht mehr verschieben) und Ränder abschneiden:
- zwischen Stücke weiße Säulen → (S) → → jeden Stockwerk 4 Räume, 1 Slave - 1 Knopf;

- lift in der Mitte weg, dafür lifte an jeder Ecke (miteinander verbunden), fahren rauf und auch wieder runter usw. ↕
- linien entfernen + "Boden"-func-doors!
- zuerst fährt lift Stock 1 + 2 hin und her; dann im 2. Stock alle knöpfe gedrückt, lift Stock 1-3; im 3. Stock alle gedrückt; 1-4; wenn Spieler in 4 ankommt → lift stop!

lift

⇒ obersten, 4. Stock sieht so aus:



blackjack: jo beides
blackjack: oiso amoi an raum mit zwa knepf
->

--------------- raum 1

pressing button no. 1 will hurt you, pressing no. 2 will kill you
.

it's your choice   [1]   [2]

GG   (einscannen)

--------------- raum 2

oiso er is in an raum
do san an haufn knepf
ana oda zwa davon füg.n erm schaden zu wonnas druckt, olle ondan dan nix *GGGGG* und er hod ca. 10 sekundn zeit dassa an von denan druckt, de eam schaden g.bn,... sonst kimmt von oben de deckn oba
GGGGGG   -> Handtextur an decke :D

-> raum mit life/death/exit;

-> Exit-button -> 2sekunden, ganzer Raum dreht sich; wird plötzlich [mäßig] minlight_1

explain: -> ganzer Raum func-rotating;

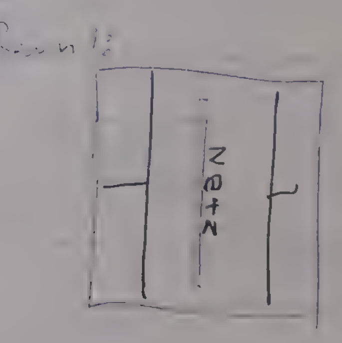
-> bei life ~~[illegible]~~ knöpfe ~~[illegible]~~ einzelne, zusätzliches func-rotating (mit selber Achse wie Raum). (bei death button in Wand + trigger-hurt:); wenn Spieler Knopf IN DER WAND DRÜCKT, env-render -> sichtbarer "knopf"-func-rot wird durch grünen "ersetzt", da ein weißer + grüner da sind und je nachdem, ob Spieler drückt - mit trigger-changetarget so abstimmen;

-> manson - nobodies - "na-nananana" - endlosschleife!

-> Rückenwand bei "death"-kabine zerbricht (inkl. Knopf) bei Beginn der Raumdrehung; -> spieler fällt runter in trigger-changelevel

raum mit kaum sichtbarer Textur,
+ kaum hörbarer Sound; + kaum sichtbarer
evil smiley an Wand (in Größe von Knöpfen)...
→ 10 Sekunden ... FLUSCH! → weiße Wände, lauter Sound
+ schwarze evil smiley-Knöpfe

HQ-Tennis mit Spieler als Ball...



Aufschlag...

OUT!

→ trigger-teleport → nächster Platz

Thank you as well
- Let us know about your mods?

ABSENCE

wenn Spieler Boden berührt
(durch eigenständiges Handeln)
→ Spieler wütend - SMASH - tot;

push-trigger rechts weg

→ danach zerbricht Netz →
→ angrenzungen von folgender Arena
erscheinen (von oben)

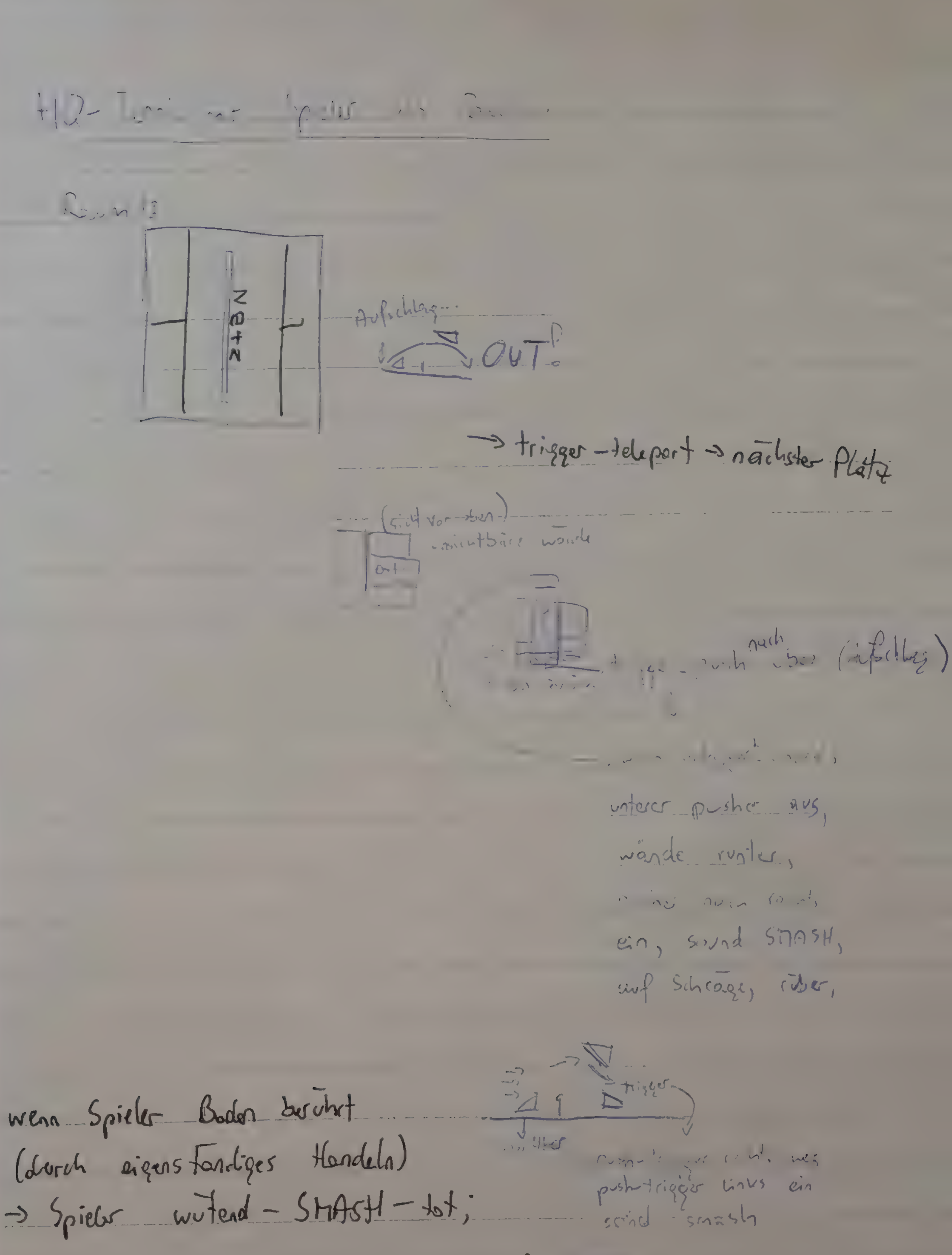
retour smash

AleKK:

Back in 2014 when I started getting into HL modding, I knew Half-Quake was going to be special. Since then, this trilogy is one of the most highest rated mods in my list. Thank you for your phenomenal contribution to this community!

Thank you as well

-Let us know about your mods?

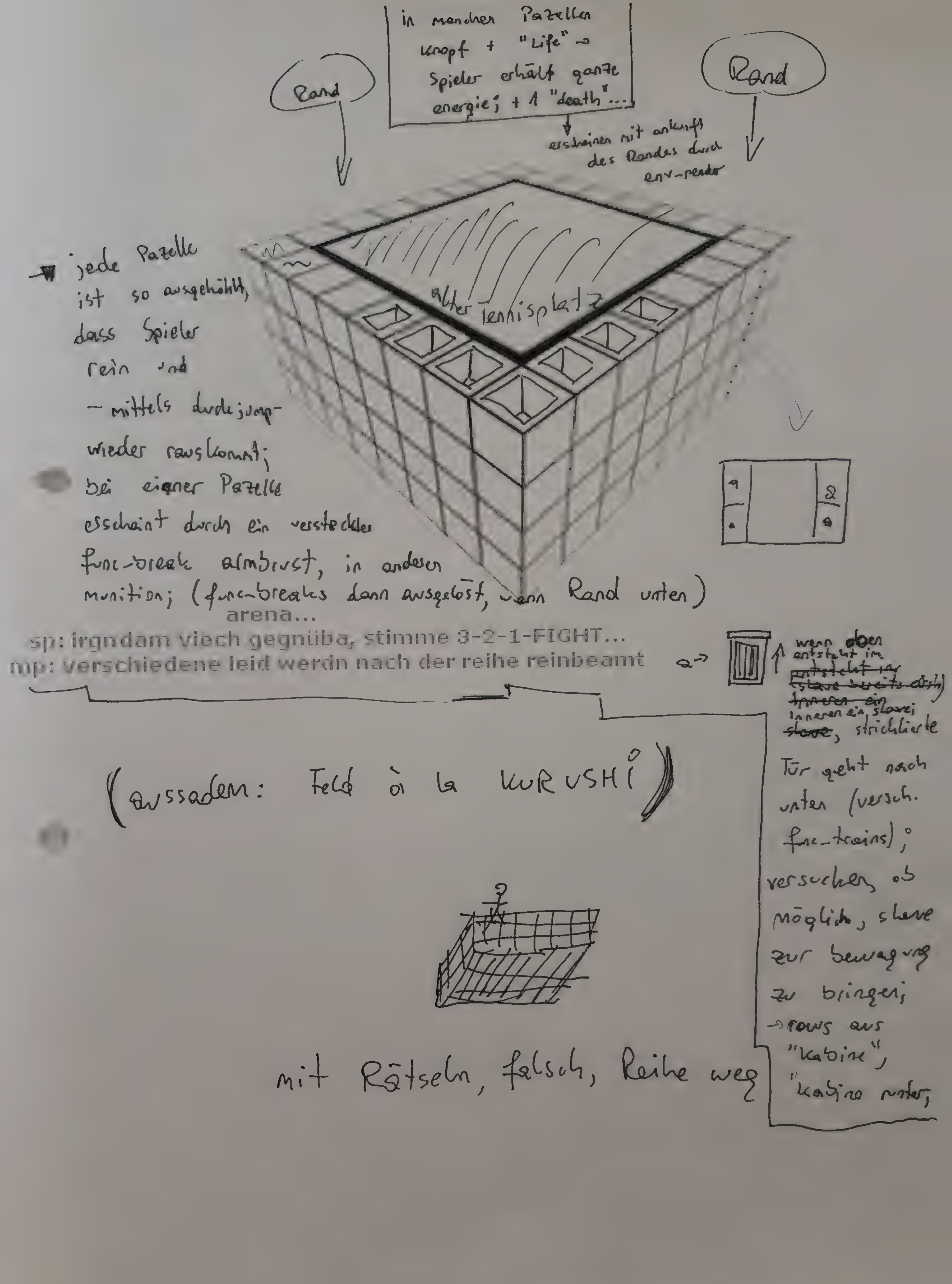


wenn Spieler Boden berührt
(durch eigenständiges Handeln)
→ Spieler wütend – SMASH – tot;

→ danach zerbricht Netz →
→ angrenzenden von folgender Arena
erscheinen (von oben)

push-trigger links ein
sound smash

relour smash
schwächer?
... übers
netz?


in manchen Pazellen
knopf + "Life" →
Spieler erhält ganze
energie; + 1 "death"...
erscheinen mit ankunft
des Randes durch
env-render
Rand
Rand
jede Pazelle
ist so ausgehöhlt,
dass Spieler
rein und
– mittels duckjump –
wieder rauskommt;
bei einer Pazelle
erscheint durch ein verstecktes
func-break armbrust, in anderen
munition; (func-breaks dann ausgelöst, wenn Rand unten)
alter Tennisplatz
arena...
sp: irgndam viech gegnüba, stimme 3-2-1-FIGHT...
mp: verschiedene leid werdn nach der reihe reinbeamt
wenn oben
Inneren ein, slave;
strichlierte
Tür geht nach
unten (versch.
func-trains);
versuchen, ob
möglich, slave
zur bewegung
zu bringen;
→ raus aus
"kabine",
"kabine unter;
(aussadem: Feld à la KURUSHI)
mit Rätseln, falsch, Reihe weg

bei bj hinrichtung:

- nachdem Hammer herunten, musik ende;
- bj: "and we have three more victims?"

→

bj

1 3 2 → 1 □ Hammer

→ 1 weg, 2 her mit barney,
2 weg, 3 her ... usw.

⇒ zu [grid]-Teil wände mit scrollender Textur hinzufügen am Rand

→ ABsence

anderer levels

AS = alienslaves

AS2

AS1

von seite

schacht

← an der seite hand textur zum raufklettern;

Schacht: 2. Stock

1. Stock

knopf

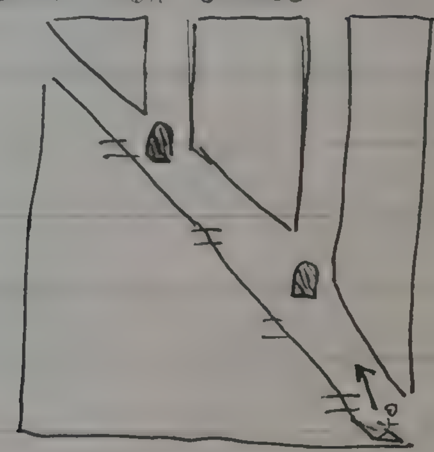
knopf

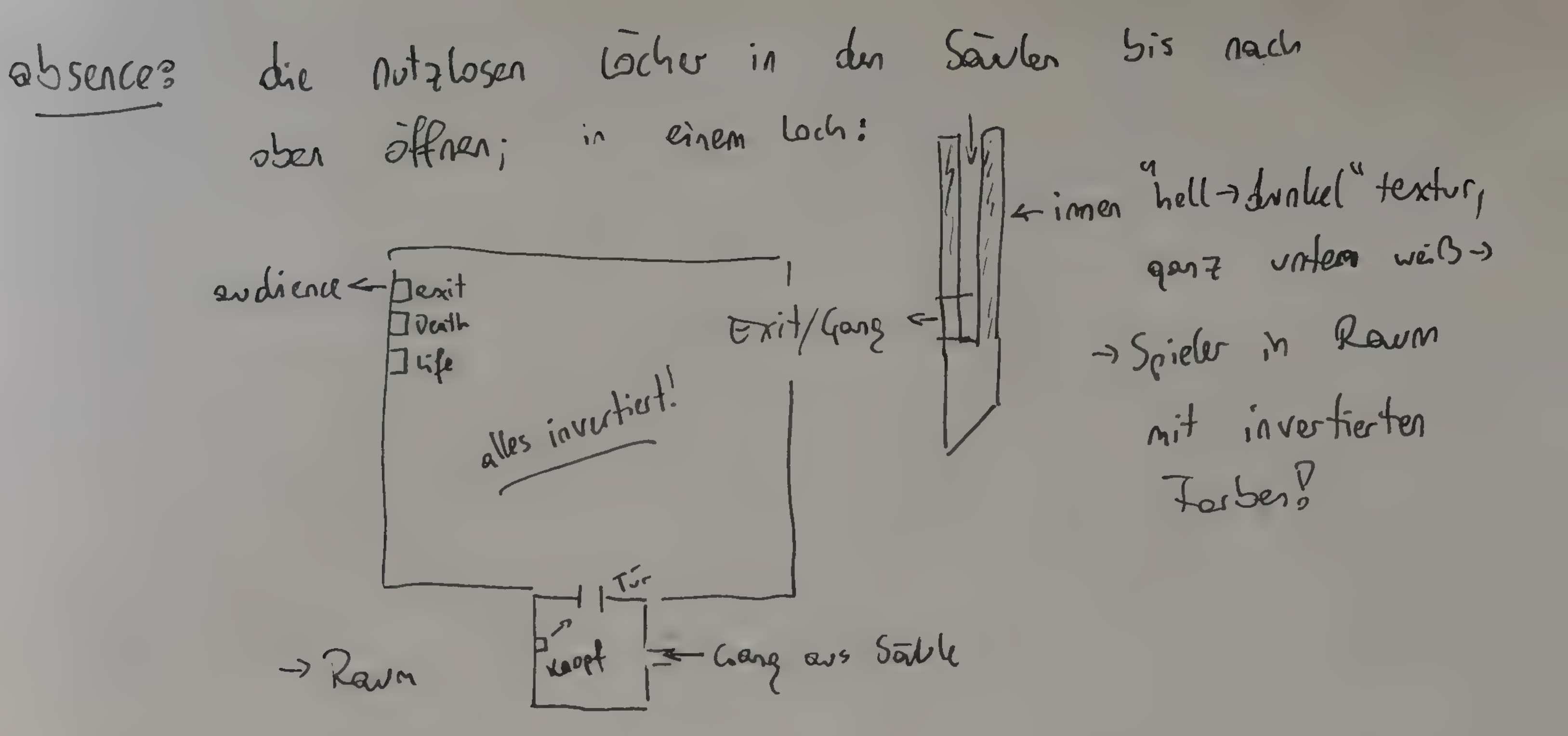
jeder knopf tötet einen alien slave;
+ kommen von oben;

slaves in 2 nischen mit knöpfe → [ ] → knopfnische + slave
[ ] → Tür am Boden
[ ] → knopfnische + slave

landtextur transparent machen ...

- schräger "Berg" mit Nestern von slaves





→ vor audience in weißen Raum gebeamt, env_fade → schwarz →
→ trigger_changelevel? → level fade-in → weißer Raum mit

01 frau drau aula ausruf klausur ruder freude kaufe susi klaus flur auf
02 frau drau aula ausruf klausur ruder freude kaufe susi klaus flur auf
03 frau drau aula ausruf klausur ruder freude kaufe susi klaus flur auf
04
05 der dir der dir der dir der dir der dir der dir der dir der dir der
06 der dir dar der dir dar der dir der dir dar der dir dar der dir der
07 der dir dar dur der dir dar dur der dir dar dur der dir dar dur der
08
09
10 rede erde rede erde rede erde rede erde rede erde rede erde rede
11 rede erde rufe rede erde rufe rede erde rufe rede erde rufe rede
12 rede erde rufe ufer rede erde rede erde rufe ufer rede erde rufe
13
14 reife kaufe feier laufe leier sauer reise dauer riese lauer leier
15 reife kaufe feier laufe leier sauer reise dauer riese lauer leier
16 reife kaufe feier laufe leier sauer reise dauer riese lauer leier
17
18
19 auflauf auslauf aufruf ausrufer auflauf auslauf aufruf ausrufer aus
20 auslese ausfall darauf ausrufer auslese ausfall darauf ausrufer auf
21 kuriere klausur kresse ausrufer kuriere klausur kresse ausrufer kur
22
23 der kreislauf die ausdauer der freilauf das lauffeuer diese aufrufe
24 dieser dulder jede auslese dieser likör jeder ausfall diese adresse
25 jeder auslauf dieser kajak jeder freier dieser kurier diese ausrufe
26
27
28 julius rufe ursula elfriede rede klar karl kaufe dieses rad klar dar
29 elfriede rede klar jeder faule kuli julius fiel auf das eis efeu der
30 ursula fiel das auf dieser idealfall klaus fasse das ruder falle das
31
32 elsa kauf dieses kleid aus seide karl lief auf das öde reisfeld kiel
33 das sei erikas kajak elli löse die seife auf edi kaufe allerlei erde
34 erika rufe eduard kraus aus fulda das sei dir klar dieses feuer ufer
35
36 die freie rede jeder idealfall der freilauf des rades der adel dies
37 diese seereise dieses dieselöl diese frau aus seefeld das ufer frei
38 die freie rede jeder idealfall der freilauf des rades die erde kuli
39
40 julius fasse dieses leder dieser klare likör rudi sei frei dies da
41 freude des kuriers der faule kuli rufe eduard dieser ausruf der da
42 freude es sei ilses kajak ilse rede frei karla lies die adresse da
43
44
45 frau ulrike krause kaufe dieses kleid aus seide du rufe ulli auf die
46 ursula kaufe eduard das ruder ulla laufe aus der klause kauf das aus
47 julia kaufe kreide klaus lauere auf die kaukasusreise er rufe es auf
48
49 frau ulrike krause kaufe dieses kleid aus seide du rufe ulli auf die
50 ursula kaufe eduard das ruder ulla laufe aus der klause kauf das aus
51 julia kaufe kreide klaus lauere auf die kaukasusreise er rufe es auf
52
53 frau ulrike krause kaufe dieses kleid aus seide du rufe ulli auf die
54 ursula kaufe eduard das ruder ulla laufe aus der klause kauf das aus
55 julia kaufe kreide klaus lauere auf die kaukasusreise er rufe es auf
56
57
58
59
60

Erstellungsdatum: 2001-10-03 - Lizenznehmer: Berufsschule 3 Wels

→ Skelett am Boden; spricht:

"Hey! – Pst! Over here! Yeah! The skeleton is speaking! [illegible] thought, this would be impossible without [illegible] brains, didn't you? Well, actually my soul is [illegible] in this skeleton. It is my soul speaking through your mind. [illegible] the only person who understands me right now.
I died here a long time [illegible]

Thanks a lot!

The Fearm: remember one person waiting for Amen to come out (in forums)
(NNC) Hail to the king
Friends: release day was a lot of fun
basically a LAN party in my room, 2–3 friends played and we checked who beat the mod faster
still see jazzymike today, Sladjah sometimes,
other friend sadly ghosted me ~~after he got a~~

AUDIENCE

[illegible] all... I became an important part of this institute.
Well, I think you have to leave now. The next victim is near."
→ Stein von oben

Skelett: „Hahaha, how funny... who is that idiot who thought he could kill me? He... HE??
Oh oh, fuck you all... «Tür zu»"

hq?/aud_sk1.wav — sk2.wav

Lexahelm:

Hey Phil! Sorry, but i'll probably miss the stream, and sorry for my bad english. I want to show my appreciation for all the stuff you do, for sure Half-Quake series has a special place in my heart, the music, and related arts. I redly would like to hear your thoughts about The Farm, about friends and times when you created Half-Quake. Also, is Cellardoor your friend? He has released a nice album recently. Oh many more things to ask, but I hope people on stream ask them anyway. Amen. (<

Thanks a lot!

The Team: remember one person waiting for Amen
to come out (in forums)
(NNC) Hail to the king

friends: release day was a lot of fun
basically a LAN party in my room, about
2-3 friends played and we checked who beat the
mod faster

still see jazzymike today, Slackjack sometimes,
other friend sadly ghosted me ~~after he got out~~

→ Skelett am Boden; spricht;

"Hey. - Pst! Over here. Yeah! The skeleton is speaking! Thought, this would be impossible without vocal chords ~~stimmbänder~~, didn't you? Well, actually my soul is prisoned in this skeleton... ~~And my soul ...~~ It is my soul speaking through your mind. ~~Maybe~~ You're the only person who understands me right now.

I died here a long time ago and people here were that sadistic and left my bones where they were. All other corpses got burned or eaten by unholy creatures.

Well, I received ~~got~~ a "mission" ~~calling~~. I've to tell everyone who's coming along that there is somewhere a real exit ~~out of here~~. Sure, only for personal staff... They don't care about anything. I'm glad to be already dead. And it's not that bad to be here for the rest of the planet's life - or wherever we are here.

After all... I became an important part of this institute.

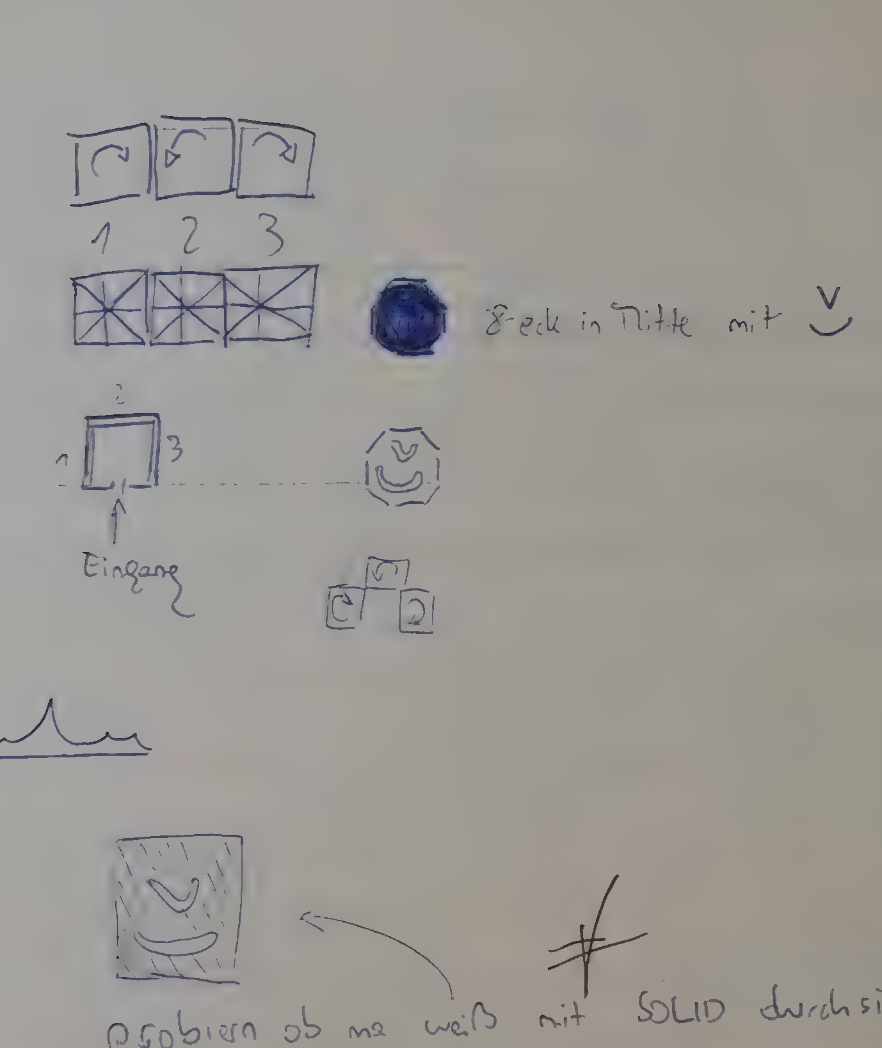
Well, I think you have to leave now. The next victim is near."

→ Stein von oben

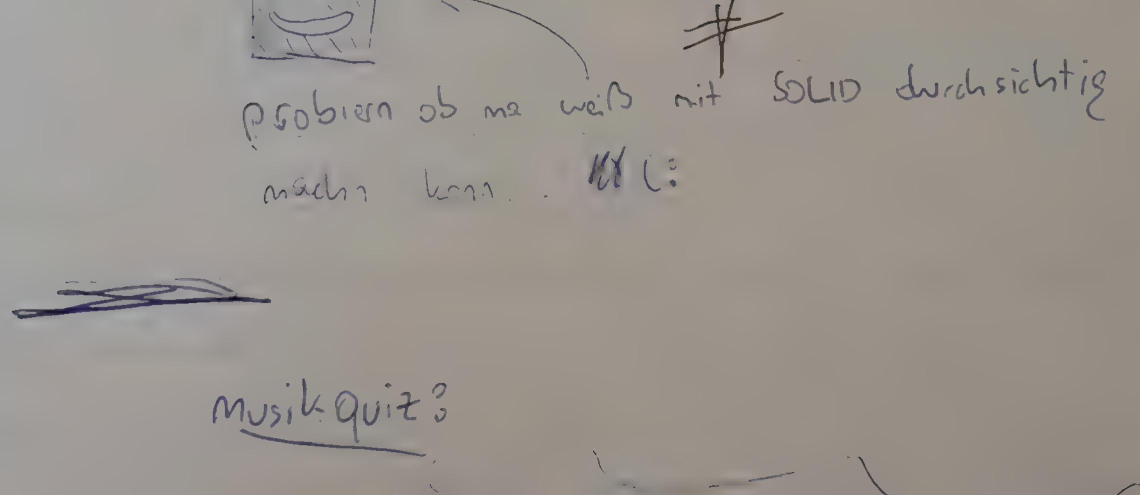
Skelett: „Ahahaha, how funny... who is this ~~that~~ idiot who thought he could kill me? He? HE?!

Ah, Oh, fuck you all... «Tür zu»"

hq?/aud_sk1.wav — sk2.wav



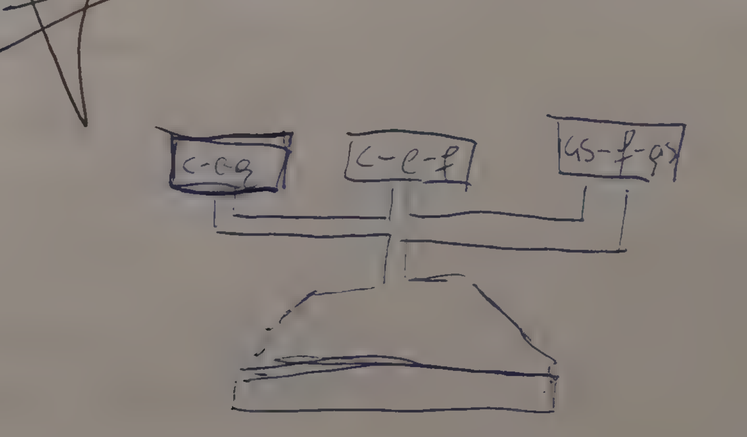
probiern ob ma weiß mit SOLID durchsichtig machn kann. :(



Musik quiz?

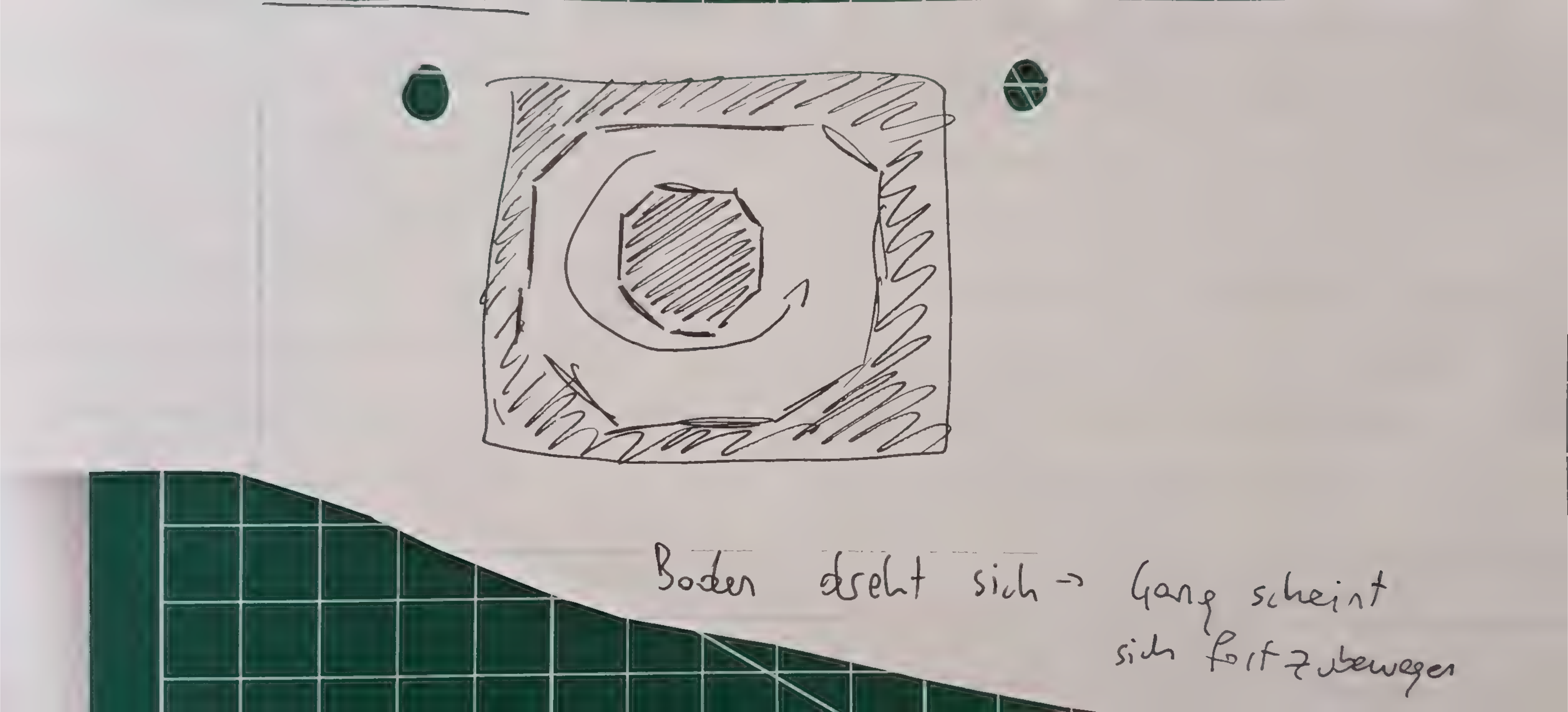
c, e, g usw einzeln aufnehmen!

C-DUR
3-Sound (Klang)

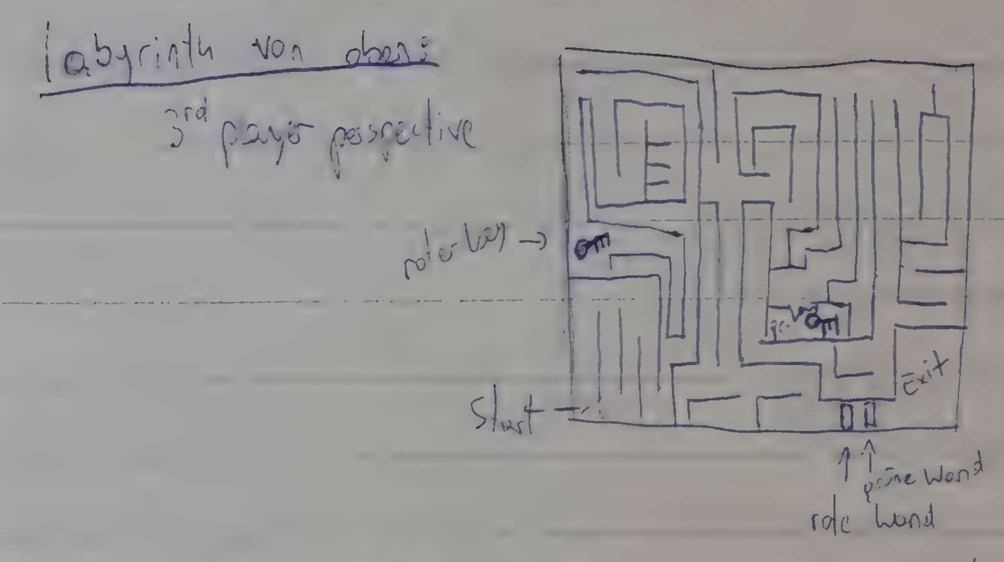


Wenn richtig, change-target von allen 3 knöpfen, andere Knöpfe erscheinen (env_render) und andere Frage (env_render)

beim Drücken ertönen Töne nach der Reihe (zB c-e-g); wenn falsch → TOT


Boden dreht sich → Gang scheint
sich fortzubewegen

labyrinth von oben:
3rd player perspective



→ nur grünen + grauen schlüssel!!

→ anfangs ich perspektive, dunkel, nur knöpfe, die lichtquellen erzeugen;

→ wenn Spieler Boden used → Ansicht von oben

→ bei Schlüssel einfach über Schlüssel schwärze Tex + key...

gang →

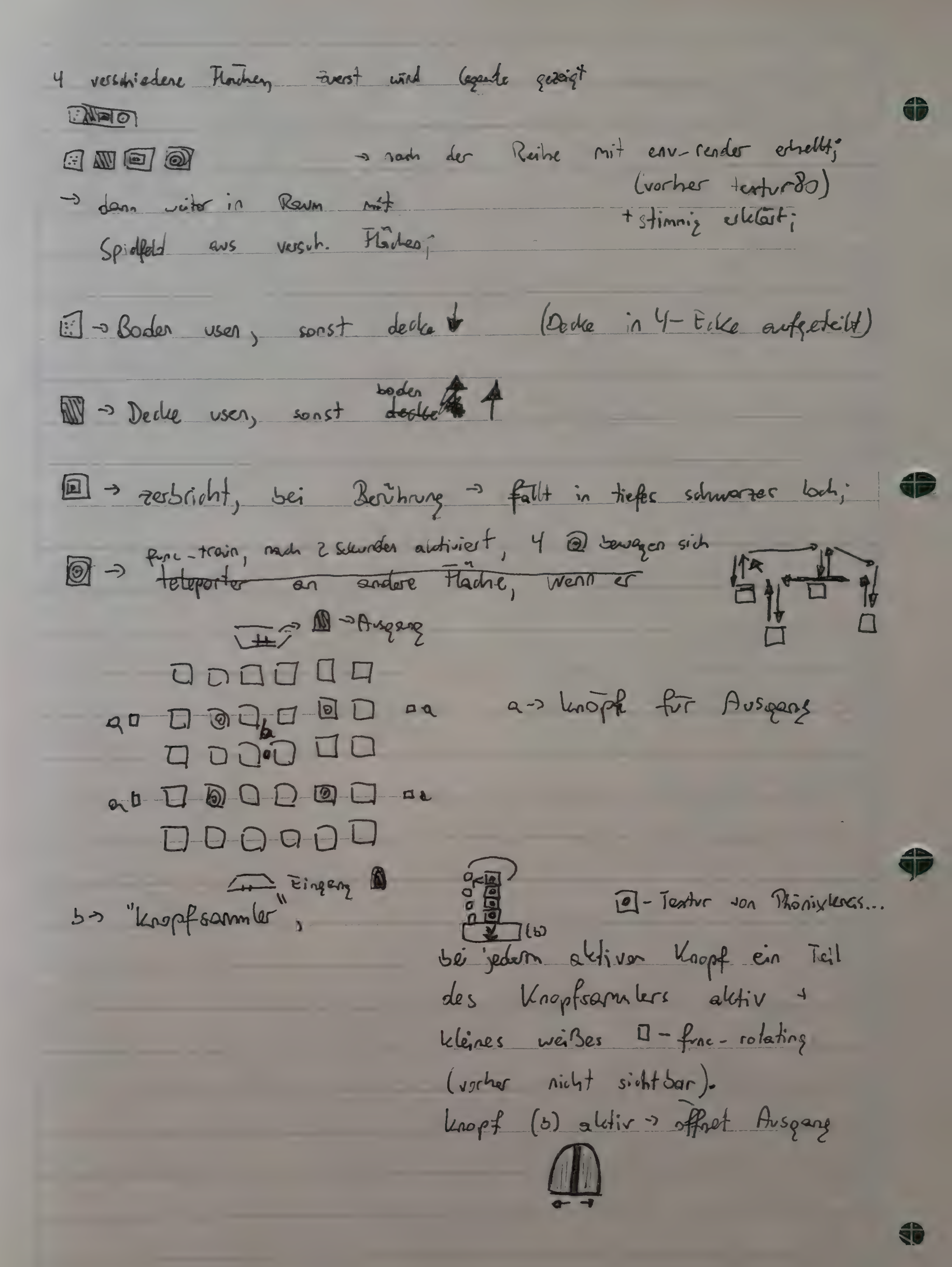
1 2 3 4 5 6 7 8 9 10

func_buttons hoch und wieder runter;

→

gleichmäßige Bewegung d. Spielers nach unten mit func_door oder so..

trigger


4 verschiedene Flächen zuerst wird Legende gezeigt
→ nach der Reihe mit env-render erstellt;
(vorher textur80)
+ stimmig erklärt;
→ dann weiter in Raum mit Spielfeld aus versch. Flächen;
→ Boden usen, sonst decke
(Decke in 4-Ecke aufgeteilt)
→ Decke usen, sonst boden
→ zerbricht, bei Berührung → fällt in tiefes schwarzes loch;
→ func-train, nach 2 sekunden aktiviert, 4 bewegen sich
→ Ausgang
a → knopf für Ausgang
Eingang
b → "Knopfsammler",
(b)
- Textur von
bei jedem aktiven Knopf ein Teil des Knopfsammlers aktiv + kleines weißes □ - func-rotating (vorher nicht sichtbar).
Knopf (b) aktiv → öffnet Ausgang

mod..

- ambience

  du erscheinst auf einem riesigem gelände
  du siehst nur weite landschaft, horizont und hügel
  du beginnst dein marsch
  stößt ab und zu auf gegner, dest im handumdrehn besiegst
  und irgndwann siehst a schwarzes geäst in der ferne auf a
n hügel
  und du kimmst dem imma näher und schließlich stehst durt
  -> is a der abschnitt wosd dei schwert griags (:

→ hq2/ess_3.wav

→ hq2/ess_4.wav → wenn er Schwert hat;

definitely Ambience, Somos fight as well

sweet dreams, angy?

AMBIENCE

Würfel mit mehreren "Kisten" darauf;

A→ Knopf an Wand → Würfel dreht sich,

Spider geht auf nächste Seite;

schwert ab jetzt beibehalten

Nungy:

What level in Amen do you think would benefit the most from a modern day high resolution remake?

Also, I'm probably asleep while you read this,

HELLO FROM SLEEPYWORLD

definitely Ambience, Sonos fight as well

sweet dreams, nungy!

- ambience
  du erscheinst auf einem riesigem gelände
  du siehst nur weite landschaft, horizont und hügel
  du beginnst dein marsch
  stößt ab und zu auf gegner, dest im handumdrehn besiegst
  und irgndwann siehst a schwarzes geäst in der ferne auf a
n hügel
  und du kimmst dem imma näher und schließlich stehst durt
  -> is a der abschnitt wosd dei schwert griags (:

→ hq2/ess_3.wav

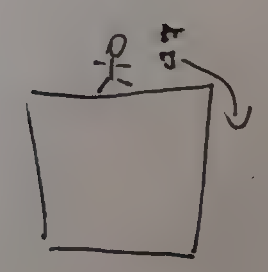
→ hq2/ess_4.wav → wenn er Schwert hat;
dann ganzen Weg zurück → mehr Gegner;

---

durchgang mit Wasser und Lichtern am Boden;
("Haibecken"-mäßig)

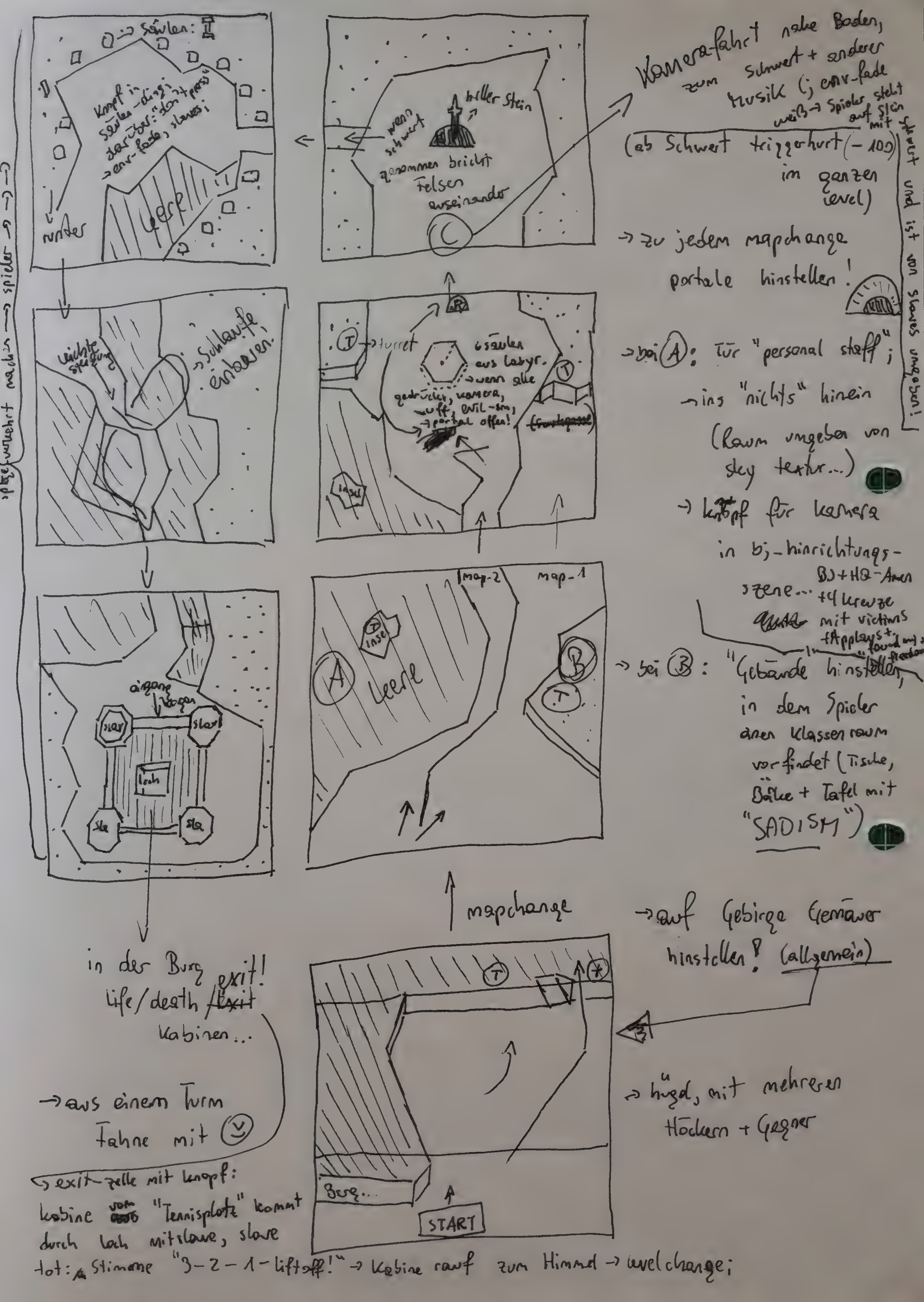
---

an einer Seite des Geländes Notausgang;
Spider hin → used → flush → Notausgang weg



Würfel mit mehreren "Kisten" darauf;
A → Knopf an Wand → Würfel dreht sich,
Spider geht auf nächste Seite;

schwert ab jetzt beibehalten



Säulen:
Knopf in Säulen-dings
runter
Leere
leichte Steigung
Schlaufe einbauen!
eigene Wagen
start
start
loch
in der Burg exit!
life/death exit
Kabinen...
→ aus einem Turm Fahne mit ☺
→ exit-zelle mit knopf: kabine vom "Tennisplatz" kommt durch loch mit slave, slave tot: Stimme "3-2-1-liftoff!" → Kabine rauf zum Himmel → levelchange;
heller Stein
wenn Schwert
zusammen bricht Felsen auseinander
C
turret
6 Säulen aus Labyr. → wenn alle gedrückt, kamera, → portal offen!
T
map-2
map-1
A
Leere
B
T
mapchange
T
Burg...
START
Kamerafahrt nahe Boden, zum Schwert + anderer Musik (; env-fade weiß → Spieler steht auf Stein mit Schwert und ist von slaves umgeben!
(ab Schwert triggerhurt (-100) im ganzen level)
→ zu jedem mapchange portale hinstellen!
→ bei A: Tür "personal staff"; → ins "nichts" hinein (Raum umgeben von sky textur...)
→ knopf für kamera in bj-hinrichtungs-szene... BJ + HQ-Amen +4 kreuze mit victims + Applaus + found my freedom
→ bei B: "Gebäude hinstellen, in dem Spieler einen Klassenraum vorfindet (Tische, Bänke + Tafel mit "SADISM")
→ auf Gebirge Gemäuer hinstellen! (allgemein)
→ hügel, mit mehreren Höckern + Gegner

Unbenannt

→ NPC-charaktere: letztes scientistbild: grauer kopf mit zwei schwarzen Augen und einen schwarzen Strich beim Mund und groß "NPC" auf der Stirn!

muddasheep: bei dem teil, bei dem rpg teil, kannt i ols quest irgndwo so an (ola) automatn aufstelln, denst usen muast, dassa da irgndwos gibt, vielleicht an gegna oda so *G* jednfolls... muast donn irgndso a item findn (des sogta donn irgnda ondara hoschi) und des item donn intn automatn steckn und donn gibta da wos ondas

muddasheep: wos was i nit *G*

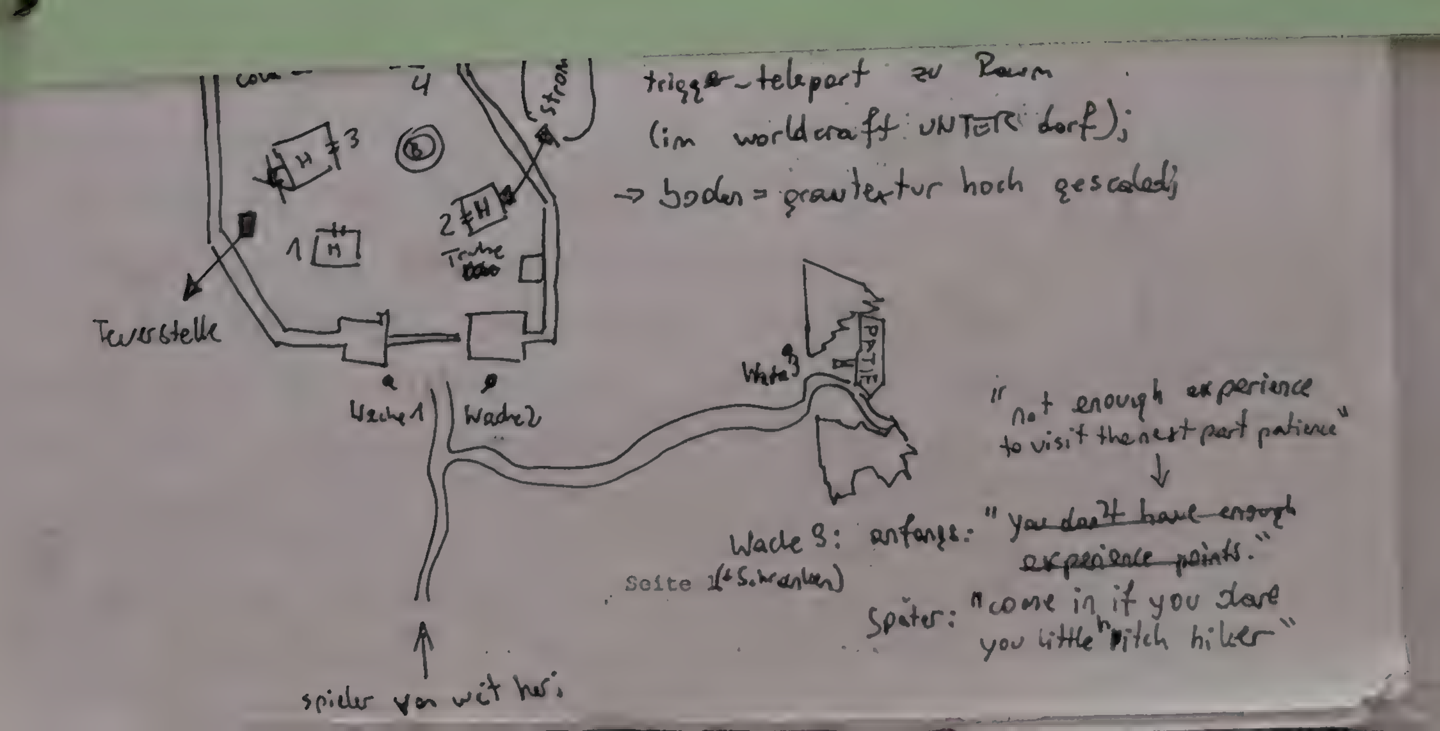
blackjack: jo des bassd
blackjack: du konnst den automatn jo ois gottesstatue verkleiden oda so *GG*
blackjack: oiso so götzenmäßig götterautomat verlangt Geld;

muddasheep: yaooooo *G*

thanks!

Somos is on vacation, just chilling
(probably killing victims to relax)

SAPIENCE



ANONYMOUS:

Hope you're doing okay, Mudda.
Been a long term fan of the Halfquake series.
Question: How is SoMos, is he doing well?

-hanks!

Somos is on vacation, just chilling
(probably killing victims to relax)

-> NPC-charaktere: letztes scientistbild: grauer kopf mit zwei schwarzen Augen und einen schwarzen Strich beim Mund und groß "NPC" auf der Stirn!

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muddasheep: wos was i nit *G*

blackjack: jo des bassd
blackjack: du konnst den automatn jo ois gottesstatue verkleiden oda so *GG*
blackjack: oiso so götzenmäßig

götterautomat verlangt Geld;

muddasheep: yaooooo *G*
muddasheep: und
muddasheep: wennst erm des item gibst
muddasheep: donn
muddasheep: gibta da nit lei an gegner
muddasheep: sondan
muddasheep: ZEHN
muddasheep: muahaha *G*

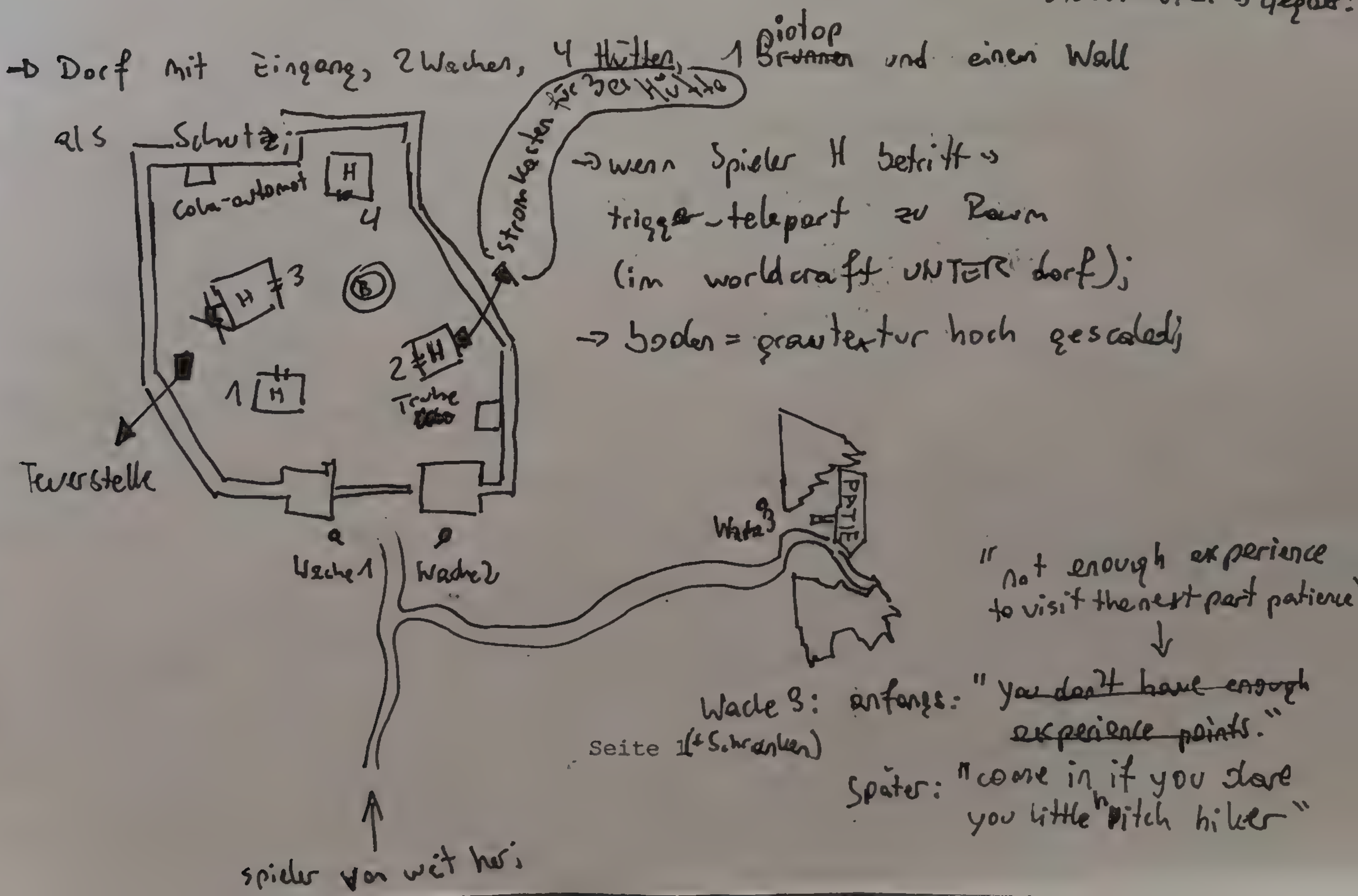
blackjack: MWAAAAHAHAHAHAHHAHAHAHAHA
blackjack: *gggggg*

muddasheep: *ggg*

blackjack: jo duad ma lad, es woa da foische g.g.nstond *G*

muddasheep: *GGGGGGGGGG*

-> szene mit truhe;
Typ davor, der sagt:
"Can you help me? I want to open this chest... I already bought this dynamite but I don't have anything to fire it..."
-> Spieler nimmt Feuer von Feuerstelle, zündet Dynamit, zerreisst Deckel von Truhe und Typ und erhält Geld für Automaten -> Gepaar!



anfangs: Schranke → Wachen sagen Spieler, er muss a Blume pflücken; hinter Dorf Riesenblume, Spieler dort → Sägengeräusch → (raufklauben) "You got the flower!" → Wächter lassen Spieler durch; (→ Wachen haben Hunger; deshalb Blume + Ratte)

für andere Wache Ratte;

im Dorf: alle Hütten verschlossen; 1) Riegl 2) Schloss + Brotfressa + Klingel 3) Lichtschranken 4) versperrt Wächter

① in Hütte durch Biotop → Klo raus → Spieler wird beschimpft, weil er in fremder Toilette war und muss als Gegenleistung DEN Drachen besiegen → muss durch Beamzelle (plötzlich DA!) → Höhle → Headcrab ("Iiii aaaam aa dragooonnnnn!") → zurück → kann bei der Vordertür raus :D (Biotop wurde inzwischen zugefroren)

„WTH ARE U DOING IN MY TOILET?? Well... now you have to defeat the dragon. See you!"

② "if you want to talk to me use the bell" → spider "used" Glocke → RING – Profi: "Yessss"

sapience/sissi 1. war 7sek

→ nach "Yeees" erzählt Profi Geschichte: "(siehe Zettel)"

→ Spieler geht raus aus Dorf, entdeckt irgendwo Leiche, Schlüssel + Reifenspur; zurück zu Profi: „Oh... you have the key!! Thank you very much...* open the door for me, I'm .... too old."

„Well done, victim.. You may go!"

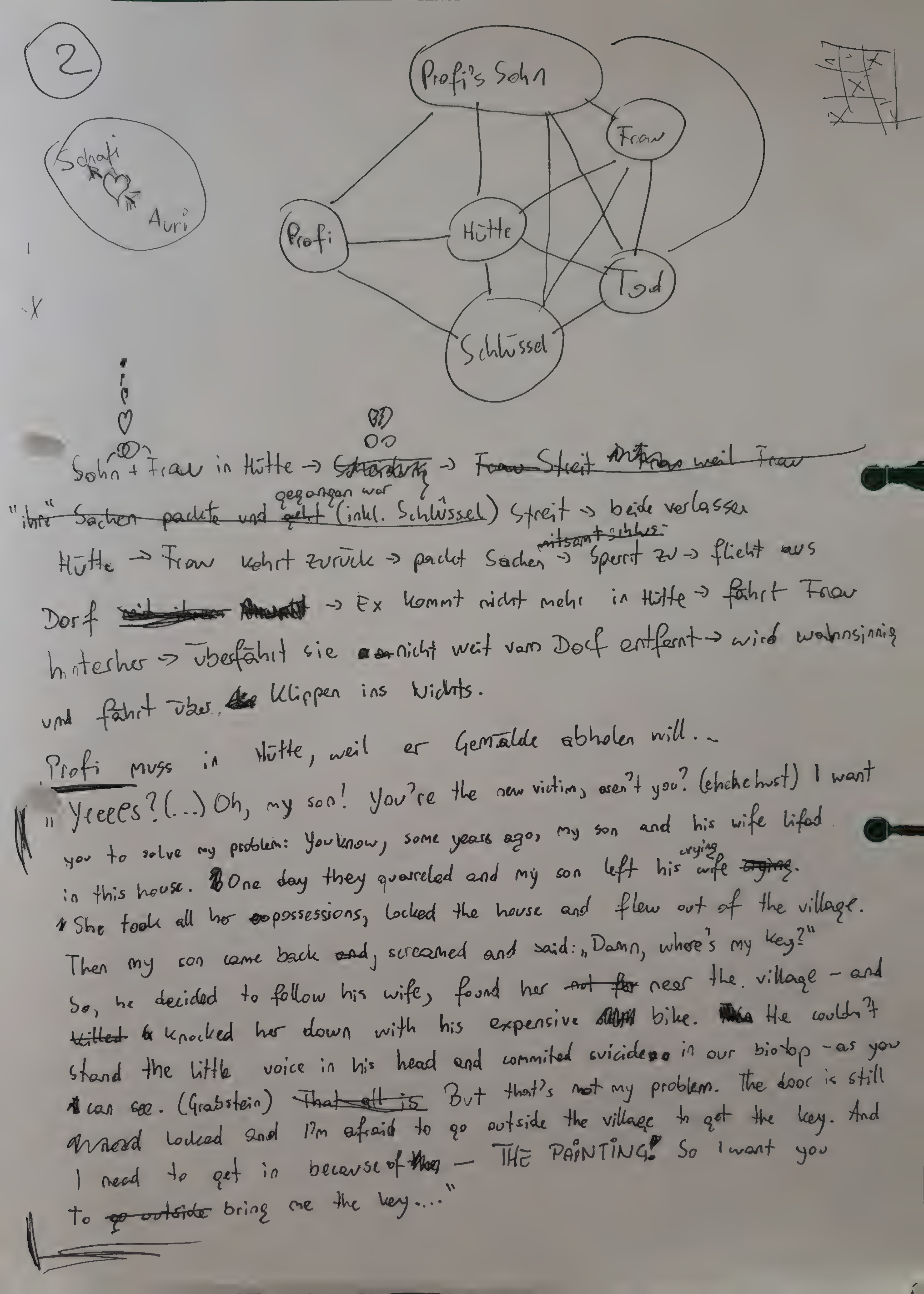
sapience/sissi 1b. war 3 sek

→ drinnen Gemälde; Profi rein vor Gemälde und stirbt (Herzversagen... nach 10 Sekunden Gemälde anstarren → "yes ... I've seen it... finally... FINALLY!! I... can die... finally... UÄG!")

③ Lichtschranken, → Beseitigung durch Zerstörung d. Stromkastens hinter 2. Hütte! (drinnen stehen Kübel, einer weiß, anderer grün)

→ inside: Typ, der auf „Tisch" steht, sagt: "Hey, you! Paint my (like this) walls!"; „Tisch" geht runter, Typ geht zur Wand und used, wobei ein kleiner Fleck grün wird und ~~[illegible]~~: "~~like this~~" ein "Schüttgeräusch" zu hören ist. Typ geht wieder zurück, Tisch wieder rauf; Spieler Wand "voll usen" (haufn buttons, die grün werden) → wenn fertig, Tischtyp wieder runter, sagt „~~[illegible]~~ Eeeh... I don't like this color... make it white!"; Tischtyp wieder rauf; Spieler macht alles weiß; Tischtyp runter: „Well, I'm still not very satisfied... the wall looks like your face... but... you may go..."; Tischtyp rauf;

vorherige Wand nachgezeichnet Wallfarben



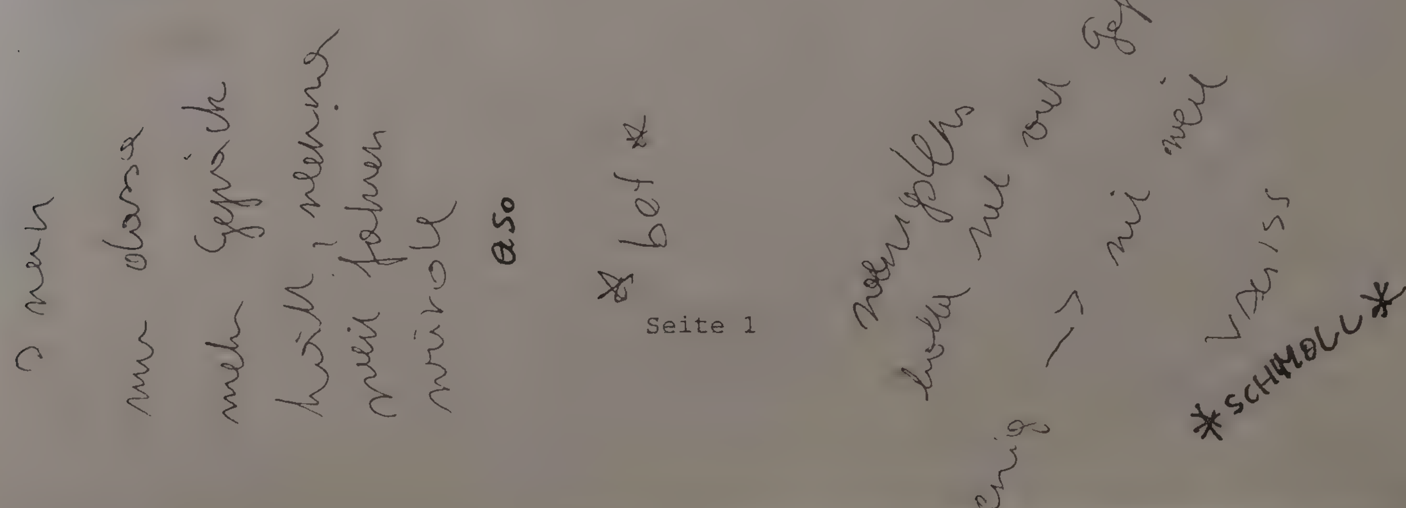
Sohn + Frau in Hütte → ~~Streit~~ → ~~Frau Streit~~ ~~weil Frau~~
~~„ihre" Sachen packte und geht~~ gegangen war (inkl. Schlüssel) Streit → beide verlassen
Hütte → Frau kehrt zurück → packt Sachen ~~mitsamt Schlüssel~~ → Sperrt zu → flieht aus
Dorf ~~mit ihrem Auto~~ → Ex kommt nicht mehr in Hütte → fährt Frau
hinterher → überfährt sie nicht weit vom Dorf entfernt → wird wahnsinnig
und fährt über Klippen ins Nichts.

Profi muss in Hütte, weil er Gemälde abholen will..

„Yeeees? (...) Oh, my son! You're the new victim, aren't you? (ehehehust) I want
you to solve my problem: You know, some years ago, my son and his wife lifed
in this house. One day they quarreled and my son left his crying wife ~~crying~~.
She took all her possessions, locked the house and flew out of the village.
Then my son came back ~~and~~, screamed and said: „Damn, where's my key?"
So, he decided to follow his wife, found her ~~not far~~ near the village – and
~~killed~~ knocked her down with his expensive bike. He couldn't
stand the little voice in his head and commited suicide in our biotop – as you
can see. (Grabstein) ~~That all is~~ But that's ~~not~~ my problem. The door is still
locked and I'm afraid to go outside the village to get the key. And
I need to get in because of — THE PAINTING! So I want you
to ~~go outside~~ bring me the key..."

func_door

What it is
This is (you probably already guessed) a door! This is one of the more simple
and common entities. Simply make a brush, select it, and turn it into a
func_door entity. Already, it is a functional door.
To make it work right you should probably do a bit of customization. First
thing up, which way do you want the door to open? This entity can only move
laterally or up and down (for a door that rotates open, see
func_door_rotating). Set the entity angle so its pointing in the direction
you want the door to open, or select Up or Down from the pulldown list.
Next, do you want this door to require a button press to open it or the player
to use his +use key to open it? If you are going to trigger this door with a
button, give it a targetname (and target that with the button). If you wan't
the door to be +use'd open instead, go into the door's spawnflag properties
and enable 'use only'.
Last you'll want to set the Move and Stop sounds for the door. Otherwise its
silent. And that's no fun.
Another thing to note is the Lip value. The door normally moves its entire
width in the open direction. If you set a lip value, it will move its length
minus the lip value. You can make the door move further than its width by using
a negative lip value.
Be sure to do some experimenting with the other keys and spawnflags. The
func_door entity can be put to creative use for more than just a door -
elevators, lifts, crushers, and lots of other neat things can also be made.



(4) „versperrt" durch Wächter: "I'm not crazy... really... don't look ~~on~~ at me that way... I'm not crazy... I'M NOT CRAZY... I'M NOOT CRAZYYYYYY MÄH *EXPLODIER*" (nur wenn 1-3 erledigt!)

→ drinnen singender (extremer Halleffekt) graugrüner ~~grauer~~ Weihnachtsbaum, daneben Typ, der sagt: „Please... help us... this christmas tree is "besessen" (possessed) by a 100 year old ghost and all the time he sings and sings... There is only one way to get the ghost into hell: Put on ~~this~~ these christmas clothes and jump into ~~this~~ the shelter through the chimney... Hurry... before we all ~~get~~ got crazy..."

Wenn Spieler versucht mit Schwert Baum zu zerstören, erscheint immer grüner Schein und lautes Kreischen...

Spieler zieht Weihnachtsanzug an. (wenn Änderung der HUD-Farben möglich: RICHTIGER ANZUG, sonst sprite!), muss sich im Dorf Kisten zusammensuchen → durch Kamin, Baum löst sich auf, gleißender Lichtstrahl + „I'm freeeeee..."

→ wenn 4 Hütten erledigt sind, geht Spieler zu BJ ~~[illegible]~~ & MS neben Biotop...

BJ: What a kind guy...
MS: What a wonderful hero...
BJ: What a Santa Claus...
MS: What a human being....
BJ: What an idiot. Go outside the village and ~~follow~~ leave through the portal. ~~the path to the next part.~~

- Kleines Quest

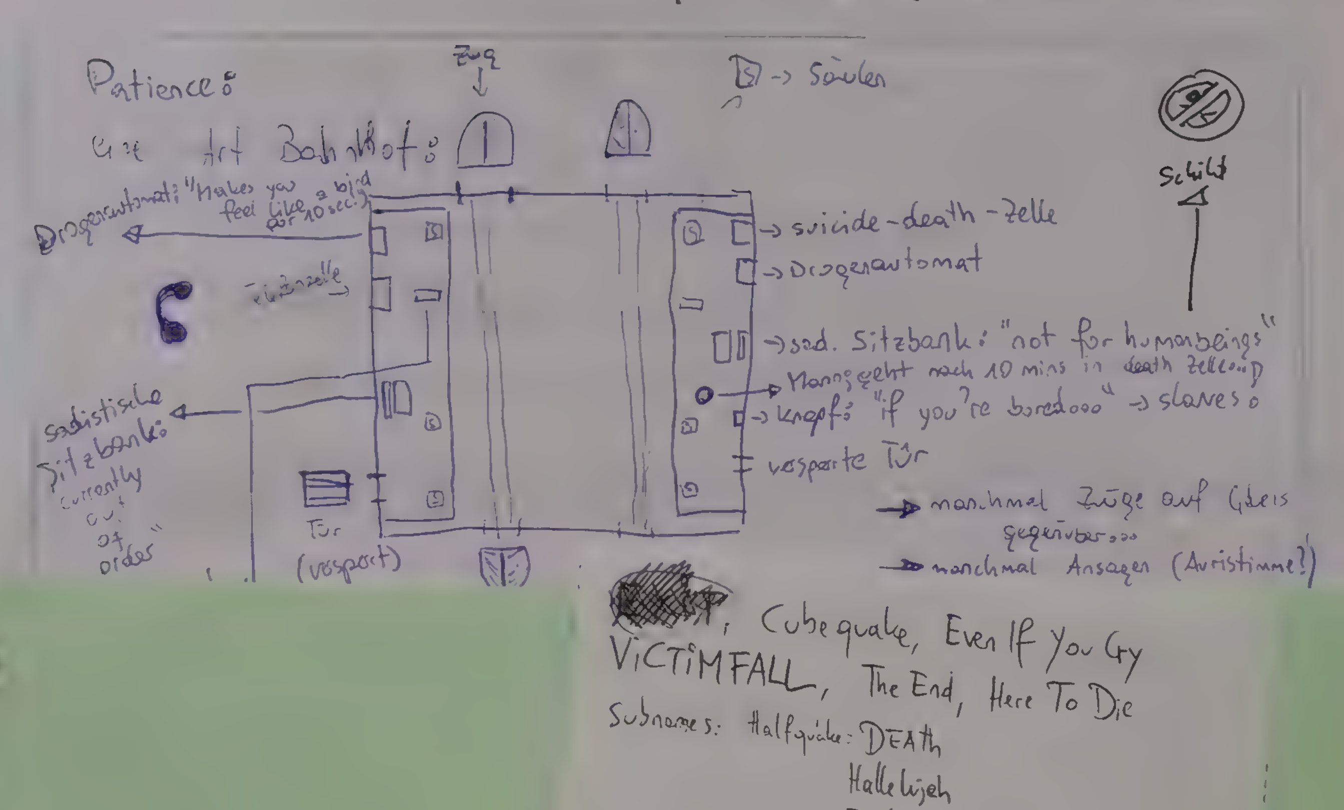
Tür

Scientist (ms, bj odajn)

Spieler muss 3 Gegenstände finden, damit da sen

Kimmt 0/1

→ Nach an Zeitl irgendwo a Schrei mit Hall



, Cubequake, Even If You Cry
VICTIMFALL, The End, Here To Die
Subnames: Halfquake: DEATH
Hallelujah
EXIT
DAWN

PATIENCE

@ Drogenautomat: "gravity" auf 80 oder so, damit Spieler
auf andere Seite hupfn kann...
10 Sekunden lang! (pusher nach oben!)

eigener func-train!

..□..→ Tür
wenn aufgehen,
ein weiterer
path!

@ 0:11: → Zug kommt rein, Tür auf
→ next arrive 13:00;
→ Spieler in Zug: fährt kurz,
nächster Bhf, mit nur 1 Ausgang:
Spieler durch → Quiz-bonusrunde! ⇨ SNS?

0:13 → Zug fährt ohne Spieler → stirbt

Djigallag:

If you had to choose a different name for the mod instead of Halfquake, what would it be?

The same with subnames, what could there be instead of Amen/Sunrise?

[scribbled out], Cubequake, Even If You Cry

VICTIMFALL, The End, Here To Die

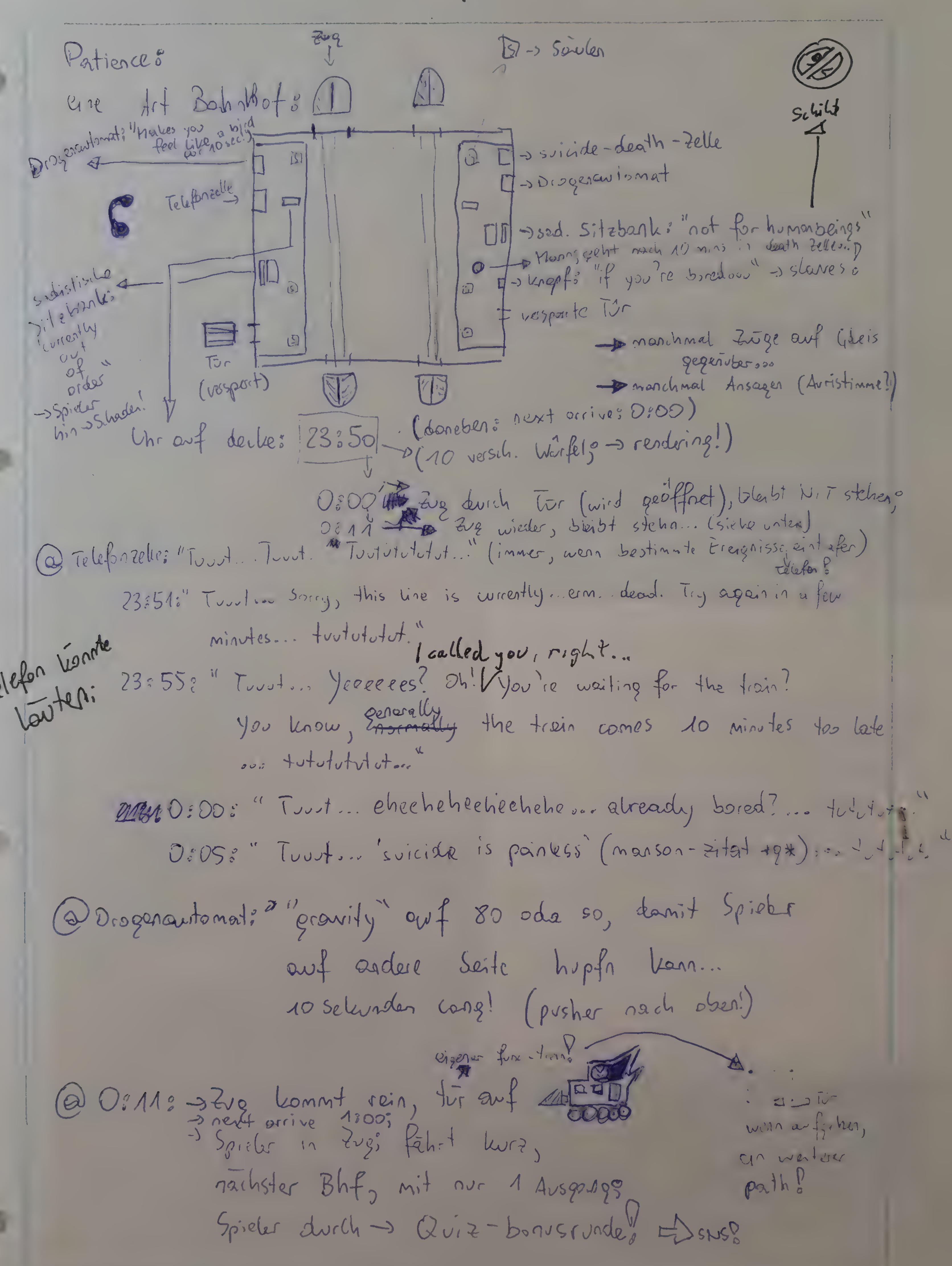
Subnames: Halfquake: DEATH

Hallelujah

EXIT

DAWN

→ Nach an Zeidl irgndwo a Schrei mit Hall *gg*



0:13 → Zug fährt ohne Spieler → stirbt

23:54: "Take care on number 487 ... train passes!"

23:57: "Don't take deep breaths. The air surrounding you contains sadistic chemicals."

0:03: "Please, commit suicide. You'd get a lot of money if you did a good job."

0:05: "Only one train in two hundred arrives at its target. We have a lot of accidents and are very proud of it."

0:11: "Take care on number 488. Train arrives."

-> bei letztem screenie auf farm (absence) sind texturen nicht angepasst

-> screenshot von altem Ballerspiel einbauen :D (müsst schon in der hq2 wad sein...)

-> repeat 3, mit grauen hq2-texes

patience/ ...

(Stille, Uhren hören auf, sich zu drehen)
"Don't you think that you're wasting time? Wouldn't it be better to leave this life?" end1.wav (8sek)

(2 Sekunden Pause)

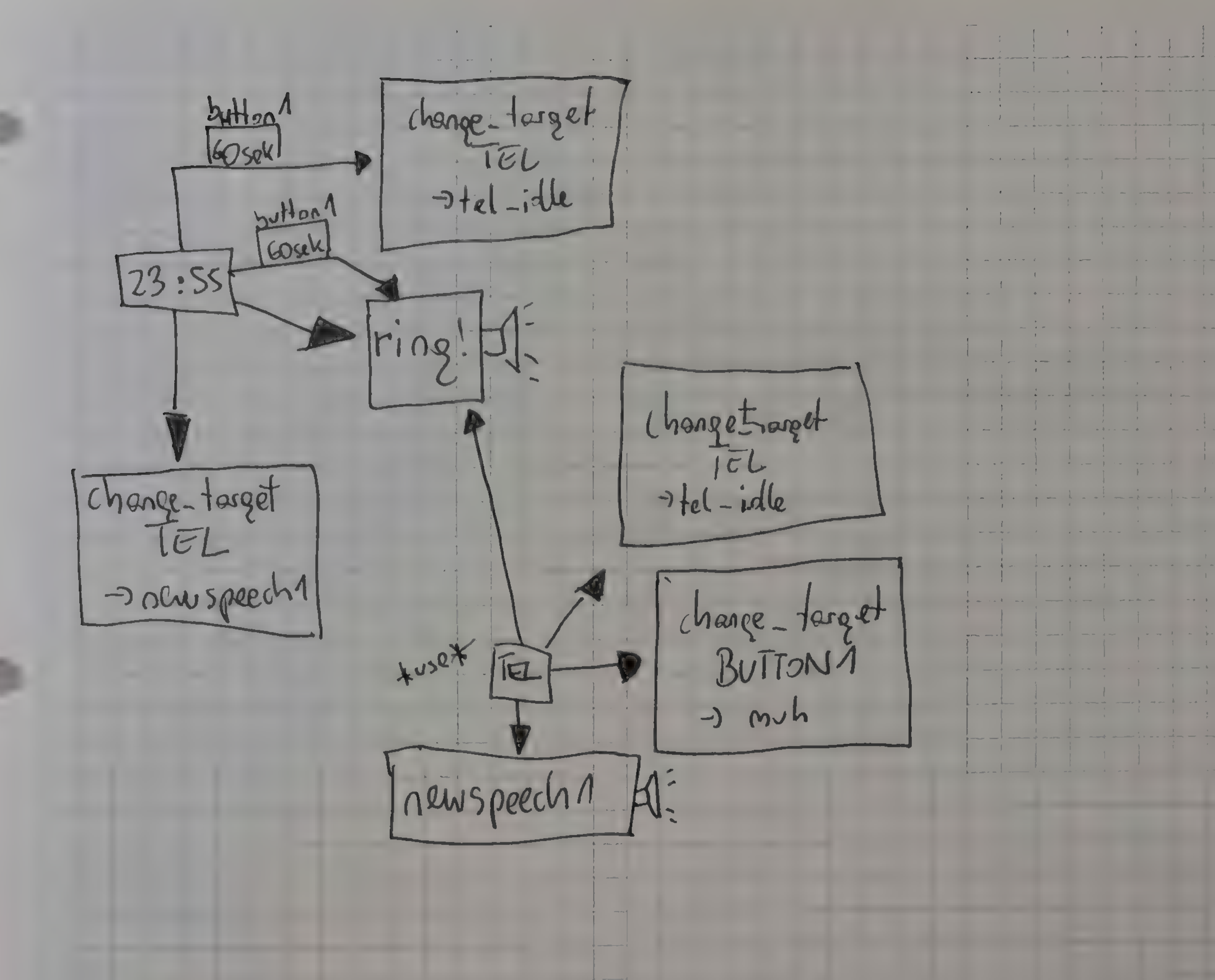
"Well, you're one of those ~~hard~~ tough guys, aren't you?" end2.wav (7 sek)

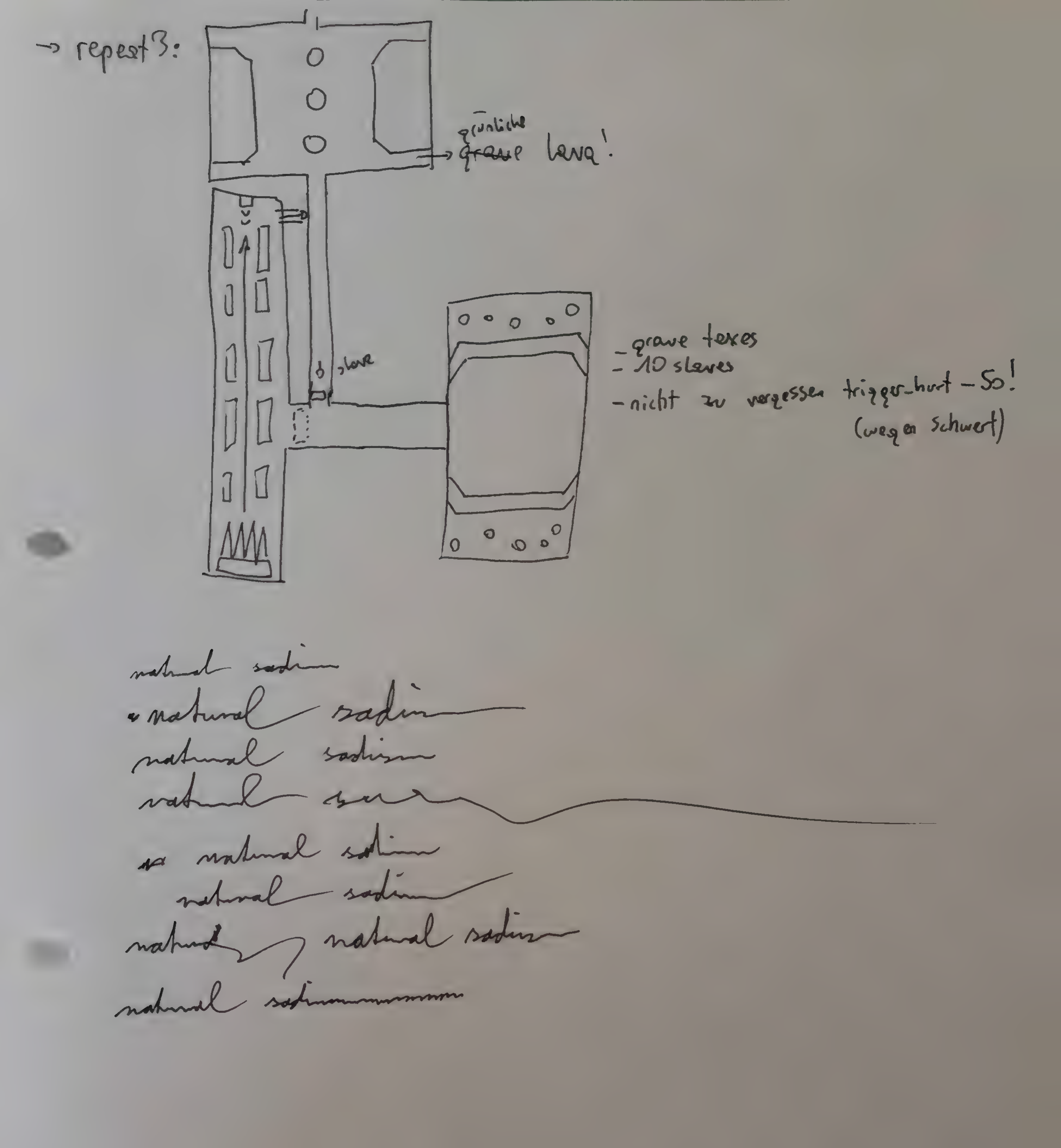
-- Train Station Simulation Terminated! --
-- Train Station Simulation Terminated! --
-- Train Station Simulation Terminated! -- end_term.wav (24 sek)

(Wände werden schwarz, Uhr wird schwarz, die beiden Stege fahren leise nach unten -> trigger_teleport, neuer kleiner schwarzer Raum, Geräusch eines herunterfahrenden Stromes, die 4 halbkreise aus dem Intro tauchen wieder auf)

"Think about it: Why should we have a train system? Well, of course, because we wanna torture you, but -- we don't need any transport system. We're everywhere anyway. So, this was an example how life really is: sadistic and absolutely senseless." end3.wav (22sek) + end-snd.wav (looped)

(repeat3)


button1
60sek
change_target
TEL
→tel_idle
button1
60sek
23:55
ring!
change_target
TEL
→tel_idle
change_target
TEL
→newspeech1
use
TEL
change_target
BUTTON1
→ muh
newspeech1


→ repeat3:
grünliche
lava!
slave
- 10 slaves
- nicht zu vergessen trigger_hurt - 50!
(wegen Schwert)
natural sadism

- Quiz-Variationen im späteren Verlauf des Spiels
  - BONUS-ROUND
    - Alarm + Plattform dreht sich (mit buttons)
    - Lichtketten (func_trains ...)
    - Wand:

⟷
⟷
⟷
⟷

in jedem Stock alien-slave auf func_train...

also fake-button, richtiger button unsichtbar, bewegt sich SCHNELL nach oben... Plattform dreht sich; (func_door_rotating)

"You have 60 Seconds!"
nach 60 Sekunden → Gas

~~'what do you think about this institute?'~~
- "~~How do like our institute?~~"
  - ~~Very good!~~
  - ~~I'm bored~~ ~~Don't know...~~
  - ~~I hate it.~~
- "~~Do you want to die?~~"
  - ~~Yes~~
  - ~~No.~~
  - ~~[illegible]~~

Fragen: ① "~~Ifor~~ Imagine being an emperor. Your people are hungry. What do you do?"

Kill them. Feed them.

② ~~Oh~~ It's winter. You meet a beggar, freezing on the floor. What do you do?

Buy him an ice. Offer your coat.

③ A soldier dies slowly in a "torture" ~~"folter"~~-chamber, chained to the wall. His wrists are cut. What do you do?

Kill him. Tell him a tail. ~~[illegible]~~

④ You're watching a movie in the cinema. In one scene 3trillion people get killed. What do you do?

Laugh. That's good. You make notices.

"violence", ->Spieler erhält Schwert, langer Gang mit Säulen, durch Tür,

(->langes Summen) (im Grundton von violence bild)

-> in Raum 1 (memory), Summen fade-out,

Musik "BJ" - Teil (->room1.wav)

-> ~~[illegible]~~ Raum alles aufgedeckt -> "BJ"-Musik fade-out, Summen fade-in;

-> nächster Gang

-> Raum mit an Decke hängen, Summen fade-out, "this is hq"-Teil? (->room2.wav)

-> alle 4 Knöpfe, ->Summen again in die mittlere Säule reinspringen;

VIOLENCE

(bla)

nach 7 sek

trigger-changetarget (newtarget von nash = bla2)

->springt, knopf (bla2) + sound 2 (10 sek) (bla2)

nach 10 sek

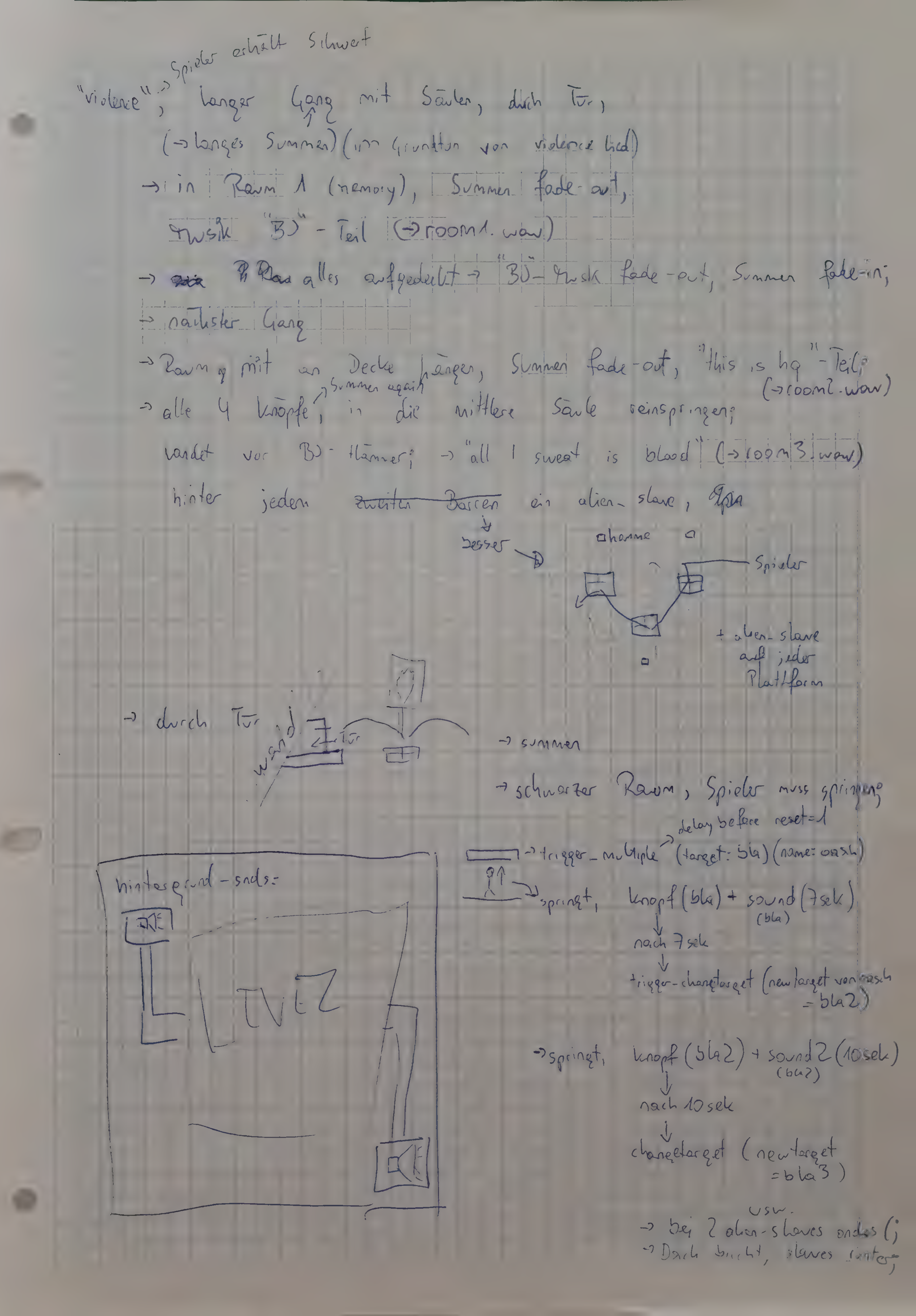
changetarget (newtarget = bla3)

usw.

-> bei 2 alien-slaves endes (;

-> Dach bricht, slaves runter;

TVEZ



"violence" → Spieler erhält Schwert; langer Gang mit Säulen, durch Tür,
(→ langes Summen) (im Grundton von violence Lied)

→ in Raum 1 (memory), Summen fade-out,
Musik "BJ"-Teil (→ room1.wav)

→ alles aufgedeckt → BJ-Musik fade-out, Summen fade-in;

→ nächster Gang

→ Raum 2 mit an Decke hängen, Summen fade-out, "this is hq"-Teil; (→ room2.wav)

→ alle 4 Knöpfe, (→ Summen again) in die mittlere Säule reinspringen;
landet vor BJ-Hämmer; → "all I sweat is blood" (→ room3.wav)
hinter jedem ~~zweiten~~ Barren ein alien-slave,

→ durch Tür

→ summen

→ schwarzer Raum, Spieler muss springen;

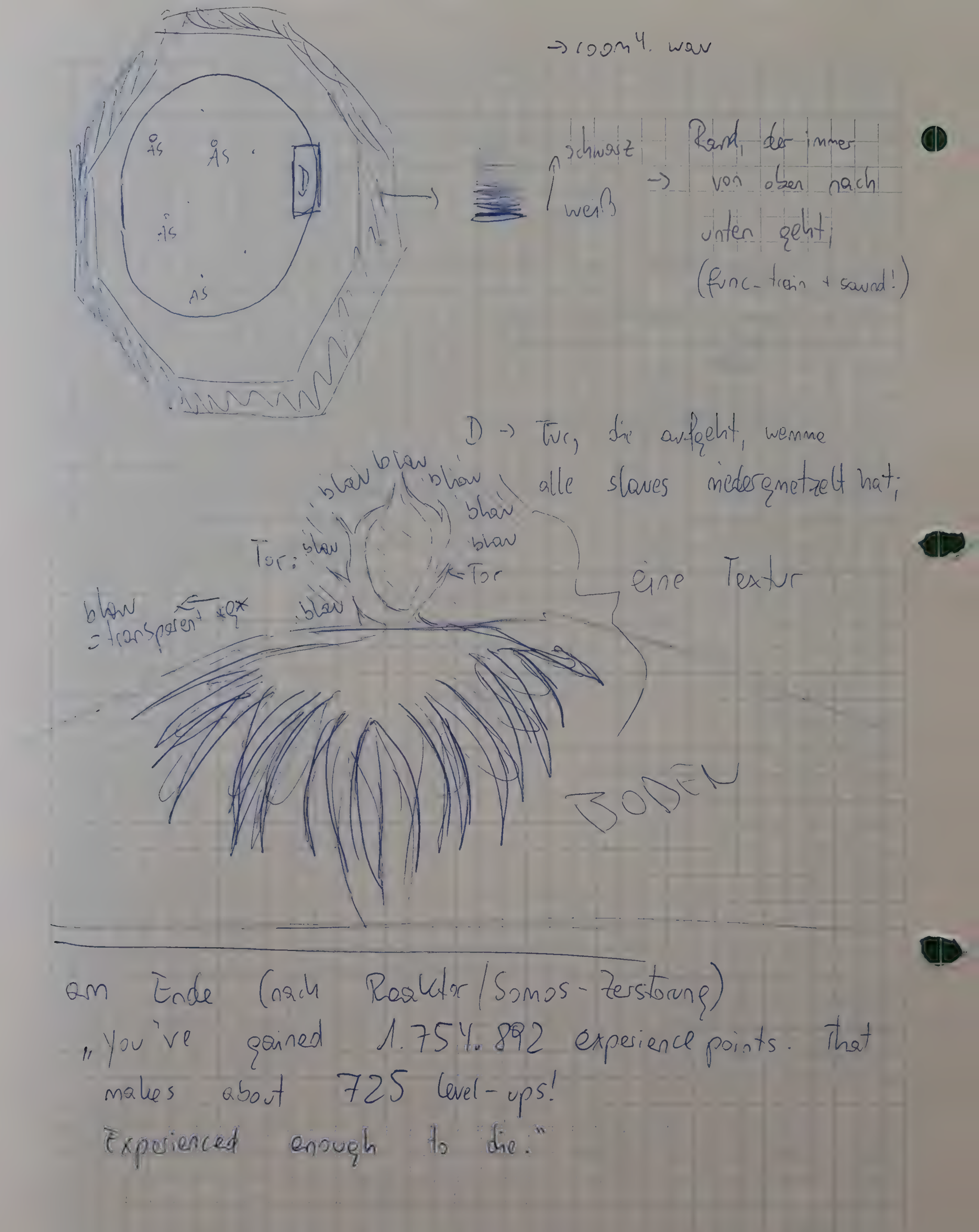
→ trigger_multiple (target: bla) (name: wash) delay before reset=1

→ springt, knopf (bla) + sound (7sek) (bla)
↓
nach 7 sek
↓
trigger-changetarget (newtarget von wash = bla2)

→ springt, knopf (bla2) + sound2 (10sek) (bla2)
↓
nach 10 sek
↓
changetarget (newtarget = bla3)

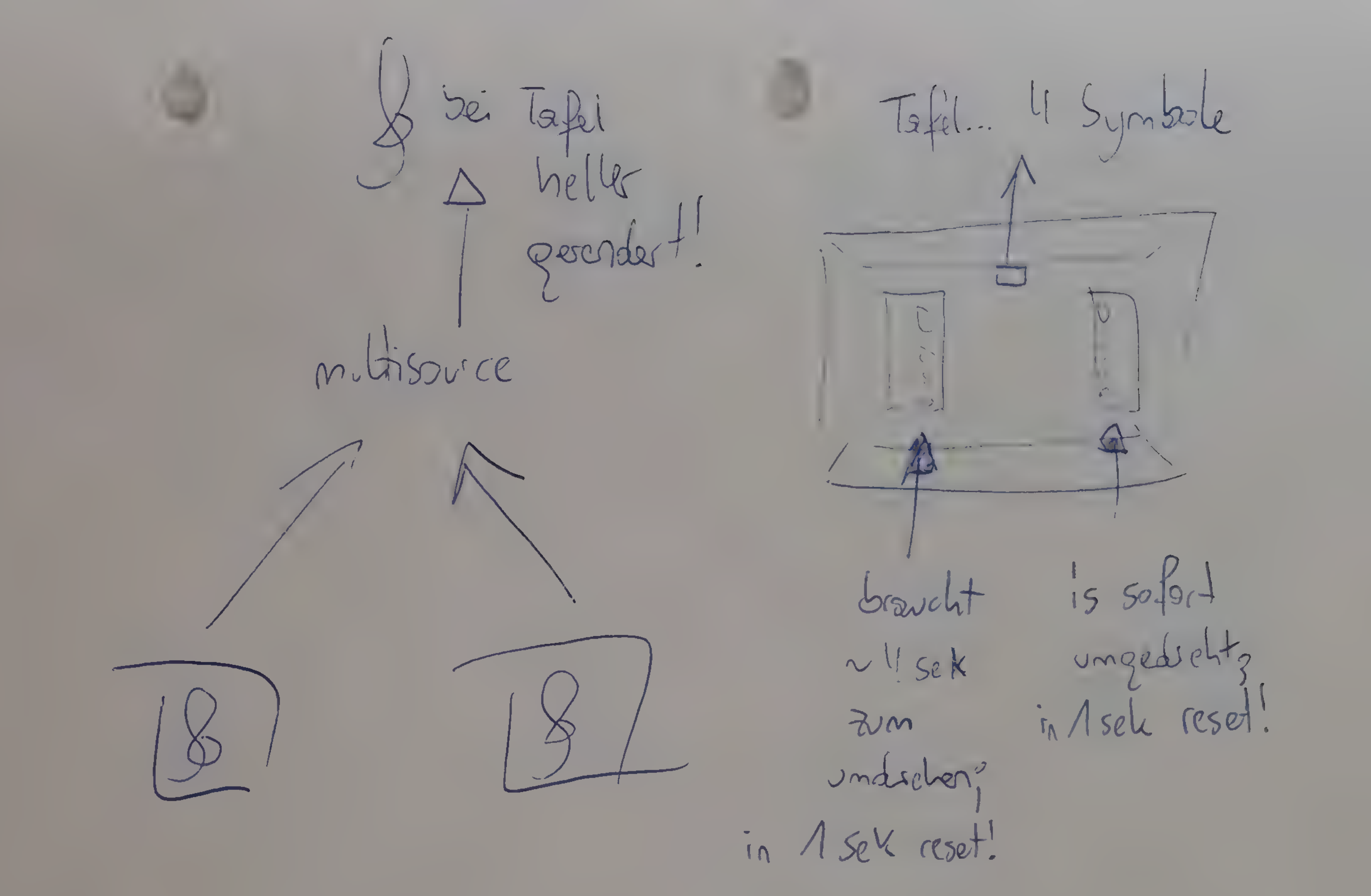
usw.

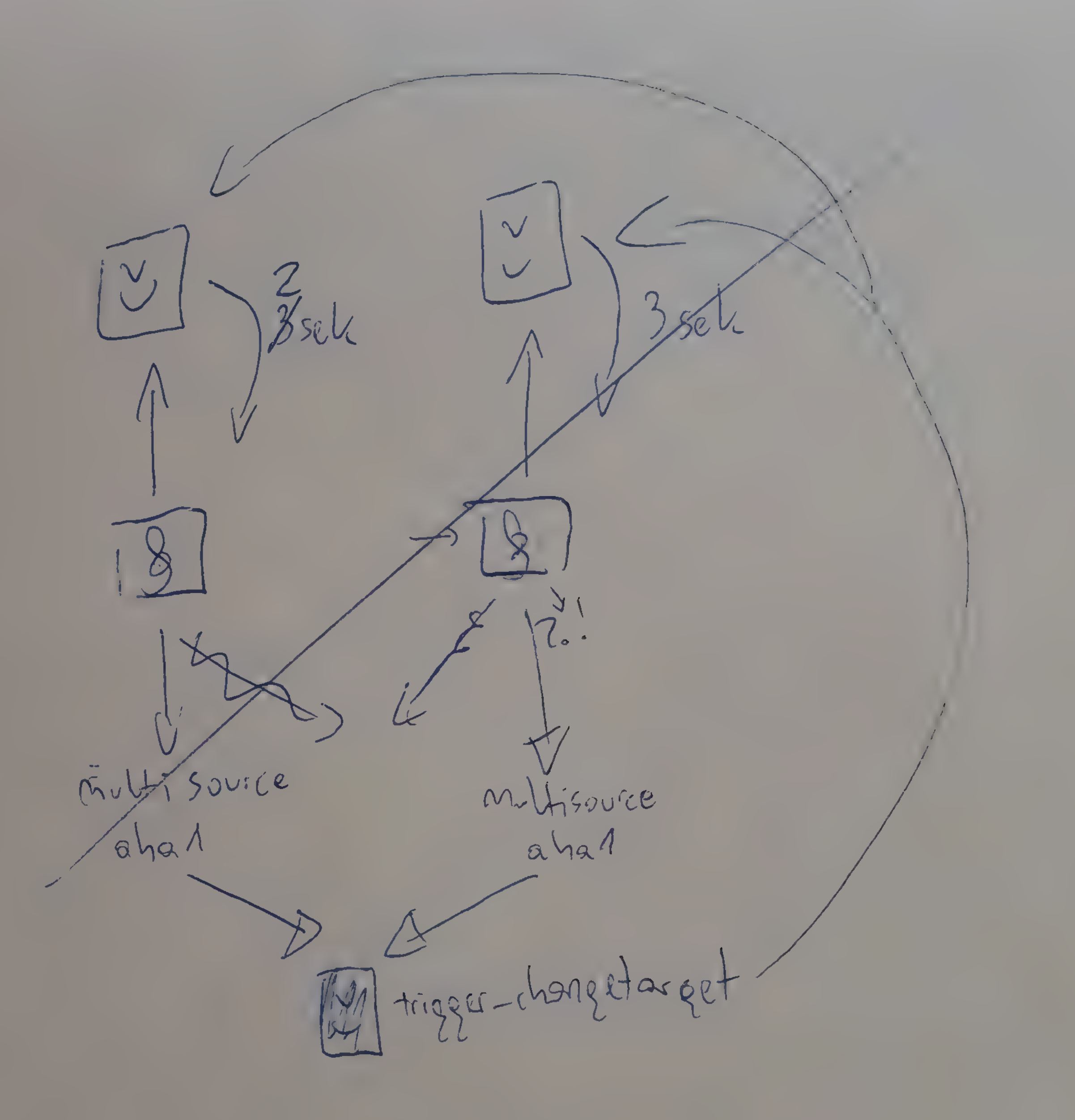
→ bei 2 alien-slaves anders (;
→ Dach bricht, slaves runter;



am Ende (nach Reaktor/Somos-Zerstörung)

„You've gained 1.754.892 experience points. That makes about 725 level-ups!
Experienced enough to die."

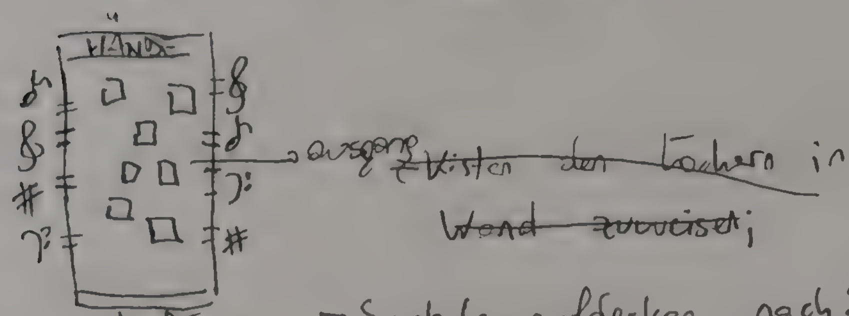

bei Tafel
heller
gesendet!
multisource
Tafel... 4 Symbole
braucht
~ 1 sek
zum
umdrehen;
in 1 sek reset!
is sofort
umgedreht;
in 1 sek reset!



2
3sek
3sek
multi source
aha1
multisource
aha1
trigger-changetarget

(test7): den unsichtbaren Boden leicht durchsichtig machen mit wall-tex und weiße Linien mehr runter ziehen;

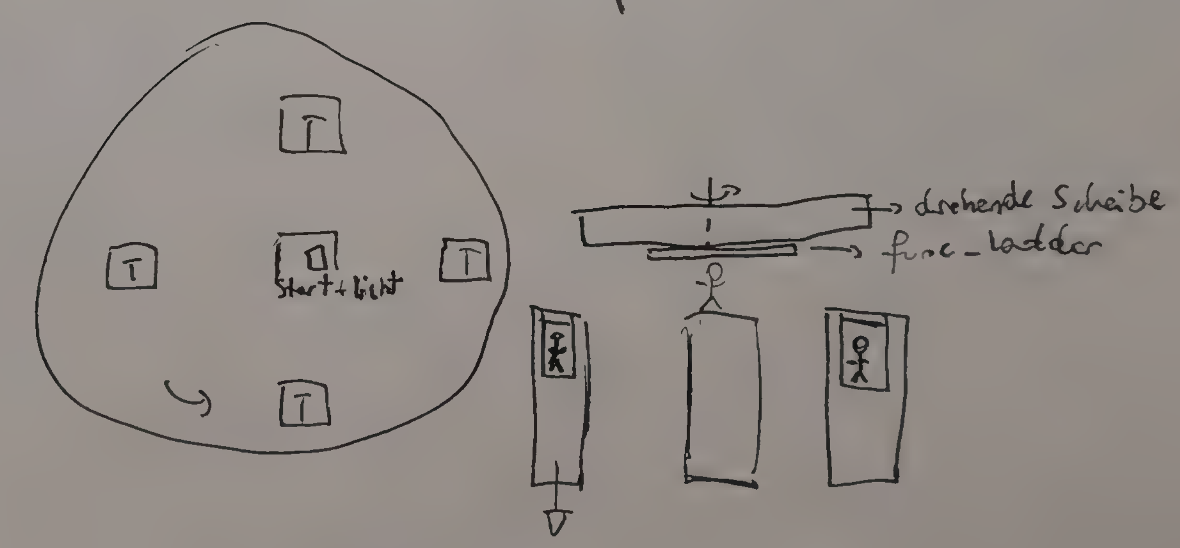
4 verschiedene ~~Waffen~~ Symbol-arten;



~~Kisten den Löchern in Wand zuweisen~~;

- Symbole aufdecken, nach 2 Sekunden wieder verdeckt; wenn auf anderer Seite selbes Symbol aufgedeckt, bleiben sie aufgedeckt (durch multi_source ...)
- irgendwo an Wand steht anfangs kurz: „60 seconds till you die"
- ~~wenn~~ nach 60 Sekunden drücken sich Hände zusammen
- wenn innerhalb 60 Sekunden erfolgreich aufgedeckt wird Tür (siehe Ausgang) sichtbar → Spieler weiter;

(test8):

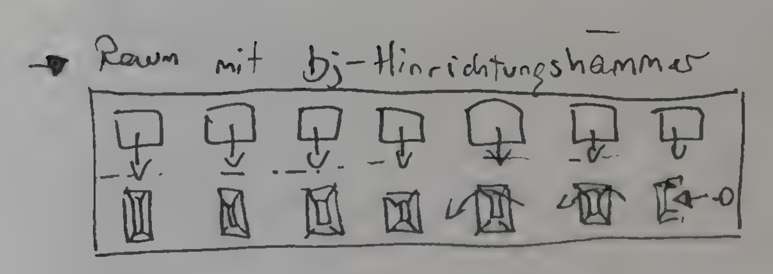


T → Türme mit Slaves in der Mitte; + Türen auf-zu; oben Knopf am Boden, der sich dreht (~~func~~ rotating-button); wenn geused;

→ jeder Knopf zerstört 1 alien-slave im selben Turm;

→ nach 4 Knöpfen zurück zur Mitte → Säule offen;

→ Raum mit bj-Hinrichtungshammer



→ spieler über Balken mit duck-jumps

trigger für Hammer;

(Hammer bleibt unten)

(wenn Hammer unten Hammersound + Erdbeben)

→ dunkler Raum. irgendwann springt Spieler;

sprung 1: „What is it?"

sprung 2: „Stop jumping!"

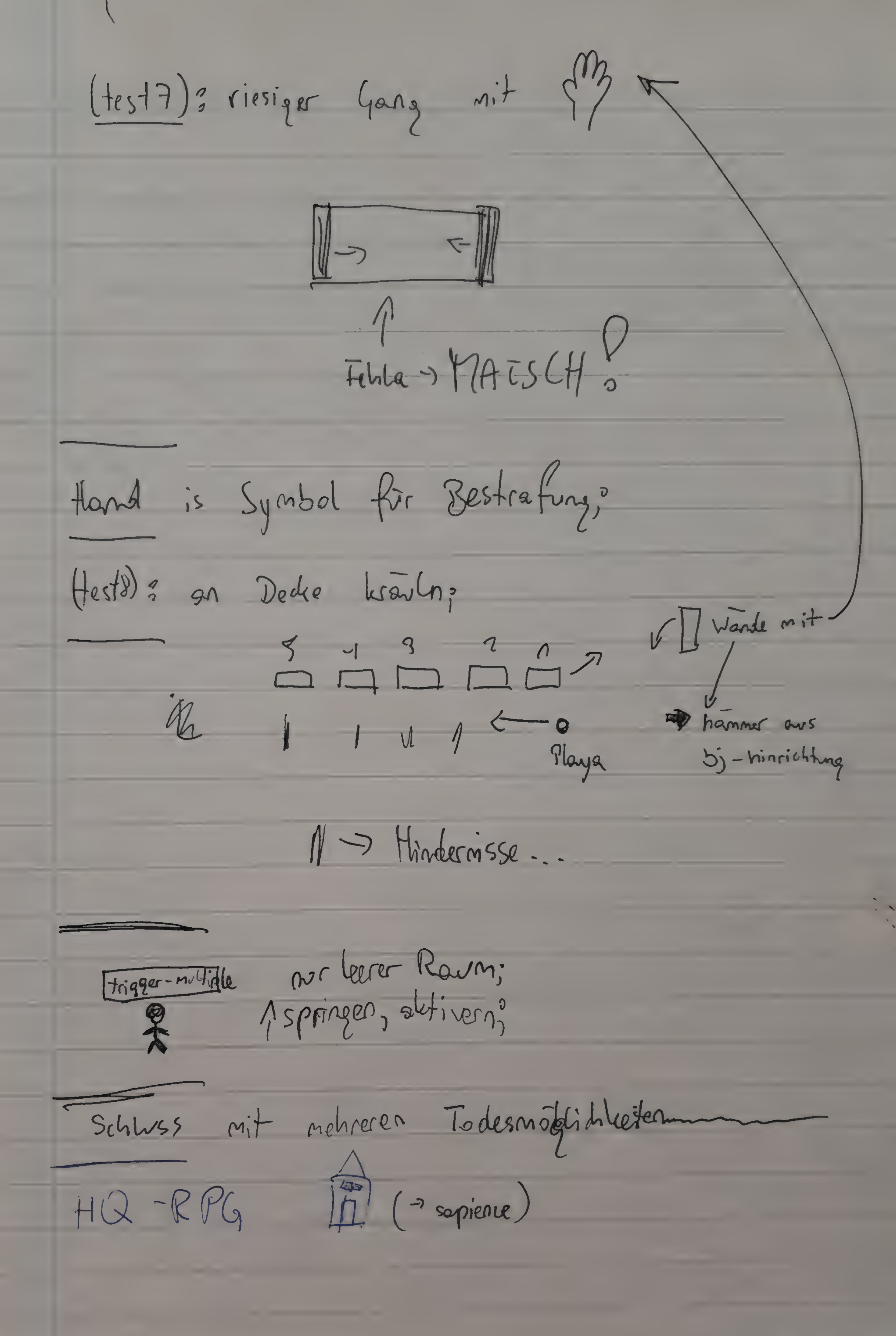
sprung 3: „We have a few technical problems, so please wait and stop jumping!!"

sprung 4: „Did you forget what I've said? I TOLD YOU NOT TO JUMP!"

sprung 5: „Ok... now I'm fed up with you!"
(4 Gegner)

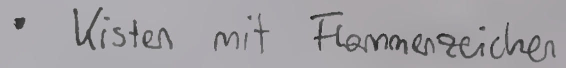
sprung 6: „Yes, yes... go ahead you son of a... thing..."

→ phoenix-map!

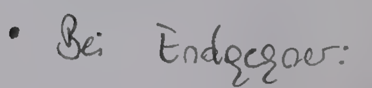

(test7): riesiger Gang mit
Fehler → MATSCH!
Hand is Symbol für Bestrafung;
(test8): an Decke kraüln;
5 4 3 2 1
Playa
Wände mit
hammer aus bj-hinrichtung
→ Hindernisse...
trigger-multiple
nur leerer Raum;
springen, aktivern;
Schluss mit mehreren Todesmöglichkeiten
HQ-RPG
(→ sapience)



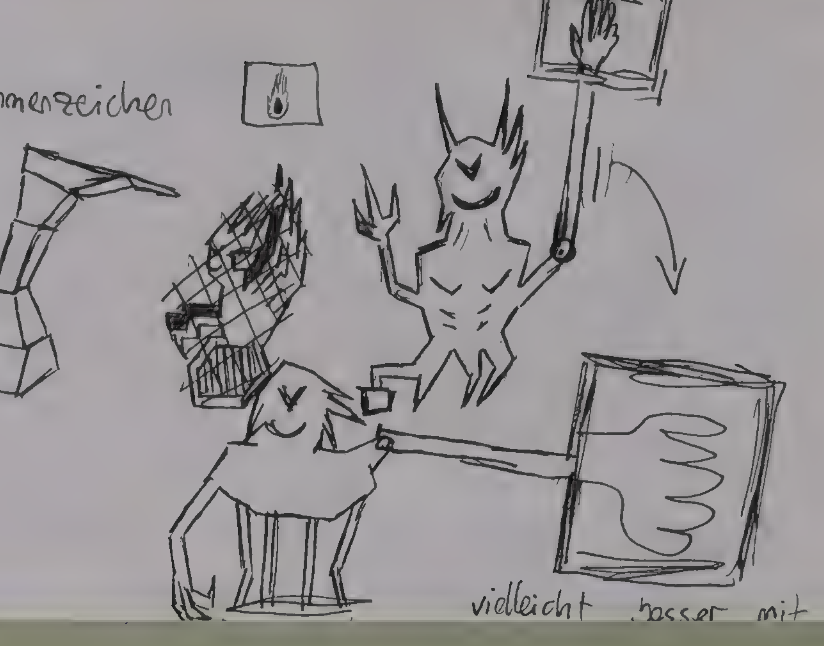
allgemeine Ideen:



- Kisten mit Flammenzeichen

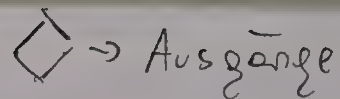


- Bei Endgegner:



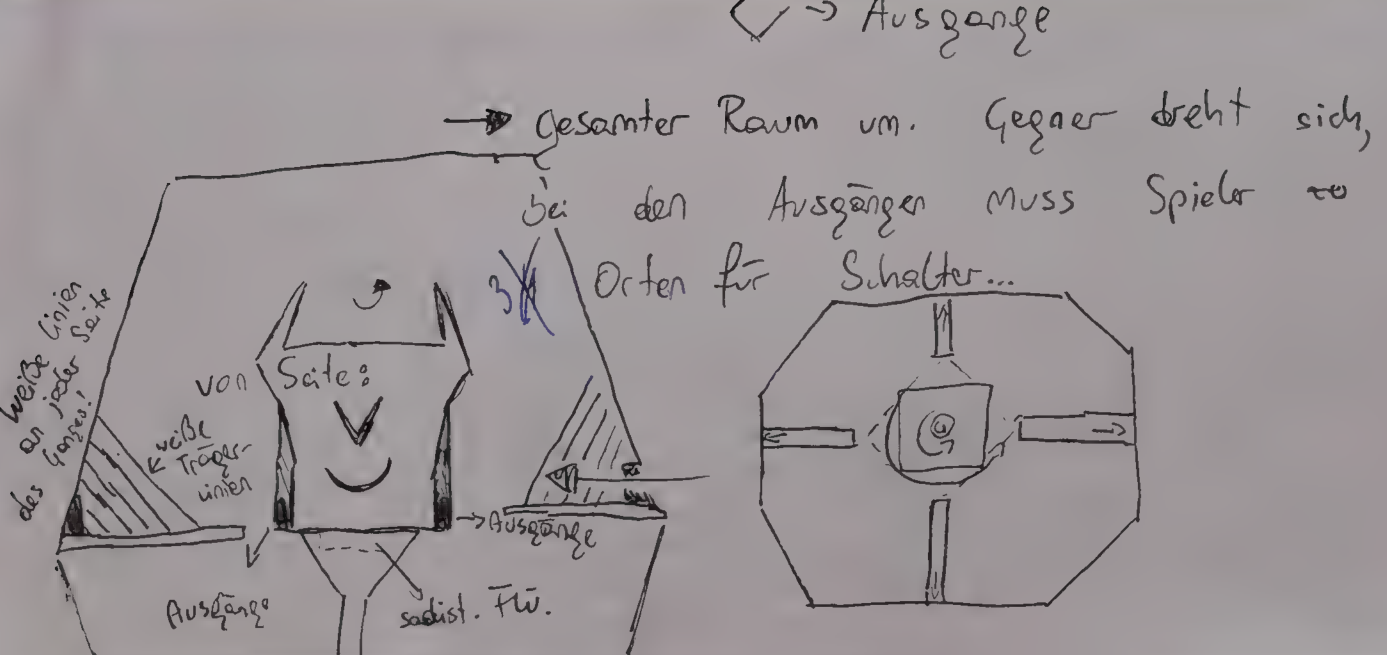
Voice of somos
-> eventuell als
somos - waves
in eines

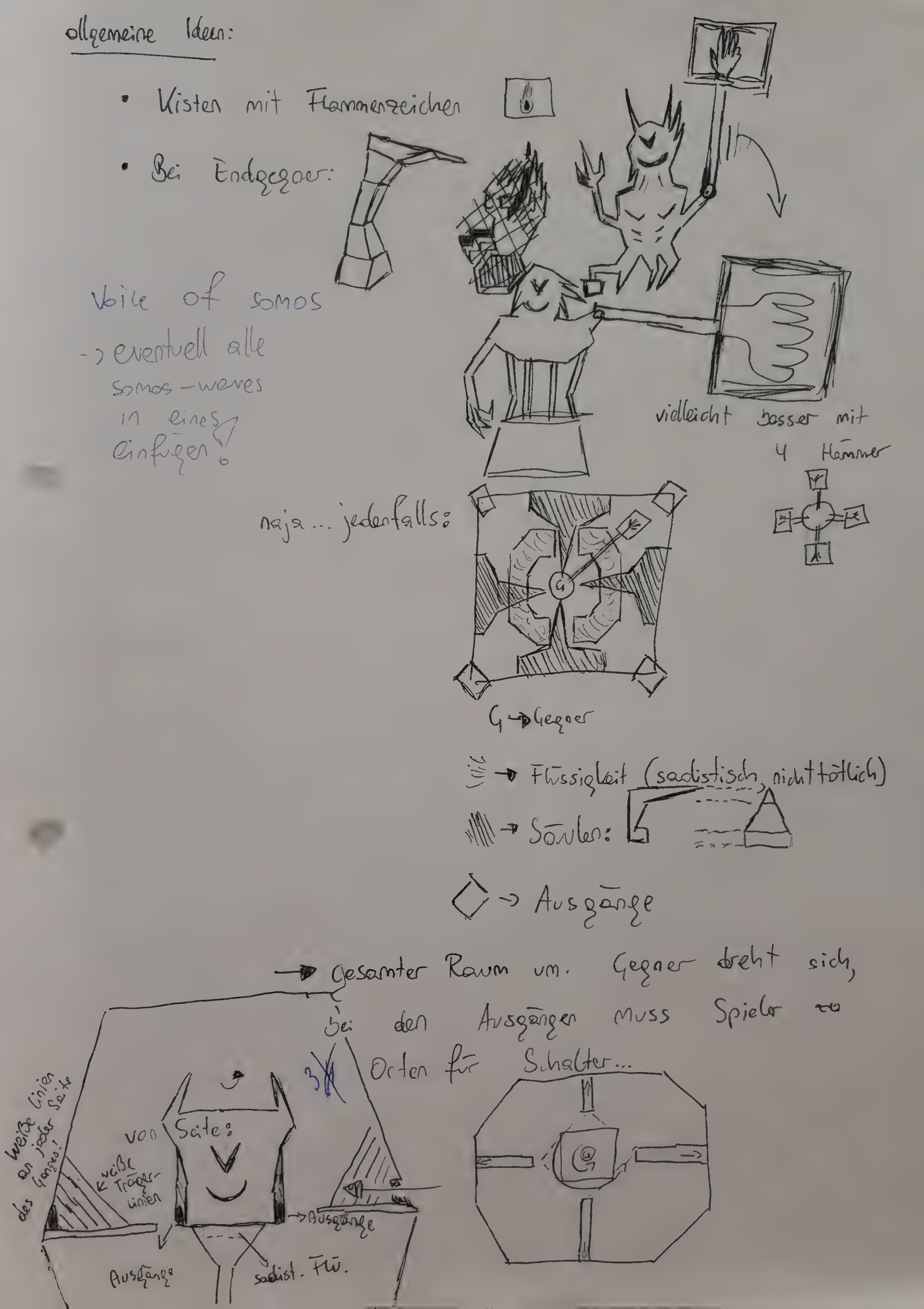
SOMOS

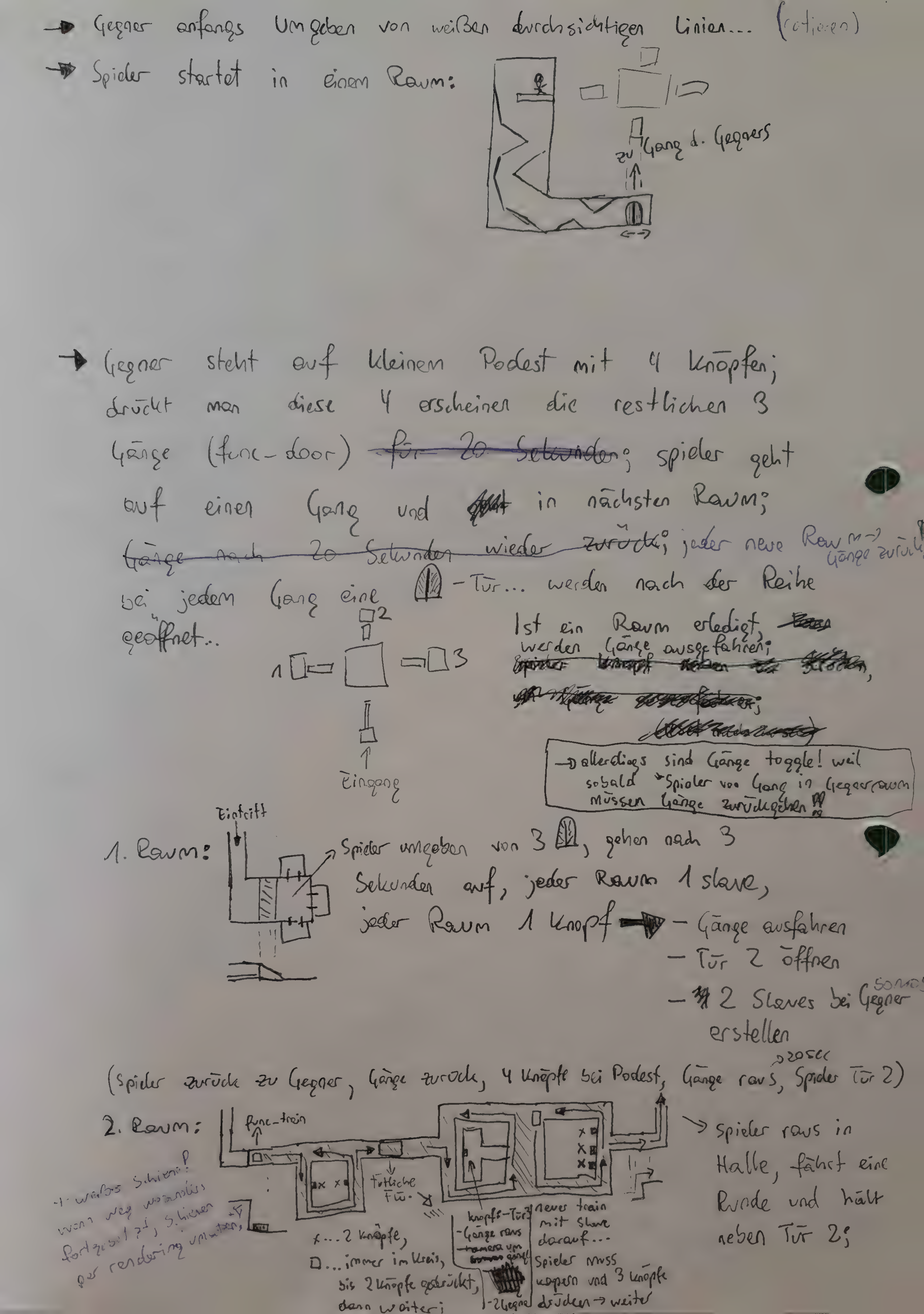


◇ -> Ausgänge

→ gesamter Raum um. Gegner dreht sich, bei den Ausgängen muss Spieler ~~zu~~ 3 Orten für Schalter...




allgemeine Ideen:
• Kisten mit Flammenzeichen
• Bei Endgegner:
Voice of somos
-> eventuell alle somos-weres in eines einfügen!
vielleicht besser mit 4 Hämmer
naja... jedenfalls:
G
G -> Gegner
-> Flüssigkeit (sadistisch, nicht tötlich)
-> Säulen:
-> Ausgänge
-> Gesamter Raum um. Gegner dreht sich, bei den Ausgängen muss Spieler zu 3 Orten für Schalter...
weiße Linien an jeder Seite des Ganges!
weiße Träger-linien
von Seite:
-> Ausgänge
Ausgänge
sadist. Flü.
G



→ Gegner anfangs umgeben von weißen durchsichtigen Linien... (rotieren)

→ Spieler startet in einem Raum:

→ Gegner steht auf kleinem Podest mit 4 Knöpfen; drückt man diese 4 erscheinen die restlichen 3 Gänge (func-door); spieler geht auf einen Gang und in nächsten Raum; jeder neue Raum → Gänge zurück! bei jedem Gang eine Tür... werden nach der Reihe geöffnet..

Ist ein Raum erledigt, werden Gänge ausgefahren;

→ allerdings sind Gänge toggle! weil sobald Spieler von Gang in Gegnerraum müssen Gänge zurückgehen!!

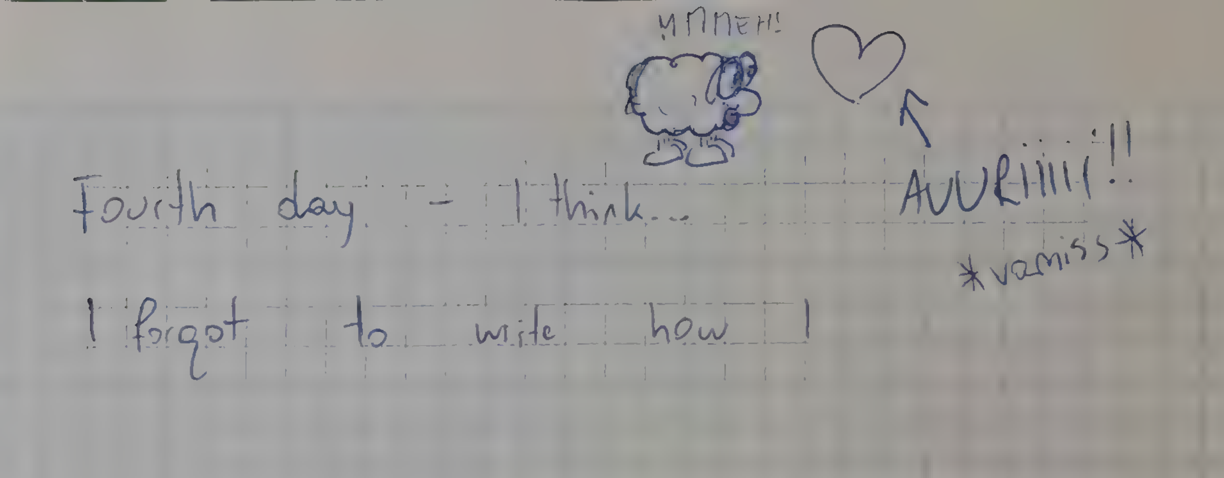
1. Raum:

Spieler umgeben von 3 Türen, gehen nach 3 Sekunden auf, jeder Raum 1 slave, jeder Raum 1 Knopf → – Gänge ausfahren
– Tür 2 öffnen
– 2 Slaves bei Gegner erstellen sonst

(Spieler zurück zu Gegner, Gänge zurück, 4 Knöpfe bei Podest, Gänge raus, → 20sec Spieler Tür 2)

2. Raum:

→ Spieler raus in Halle, fährt eine Runde und hält neben Tür 2;



Fourth day - I think...

I forgot to write how!

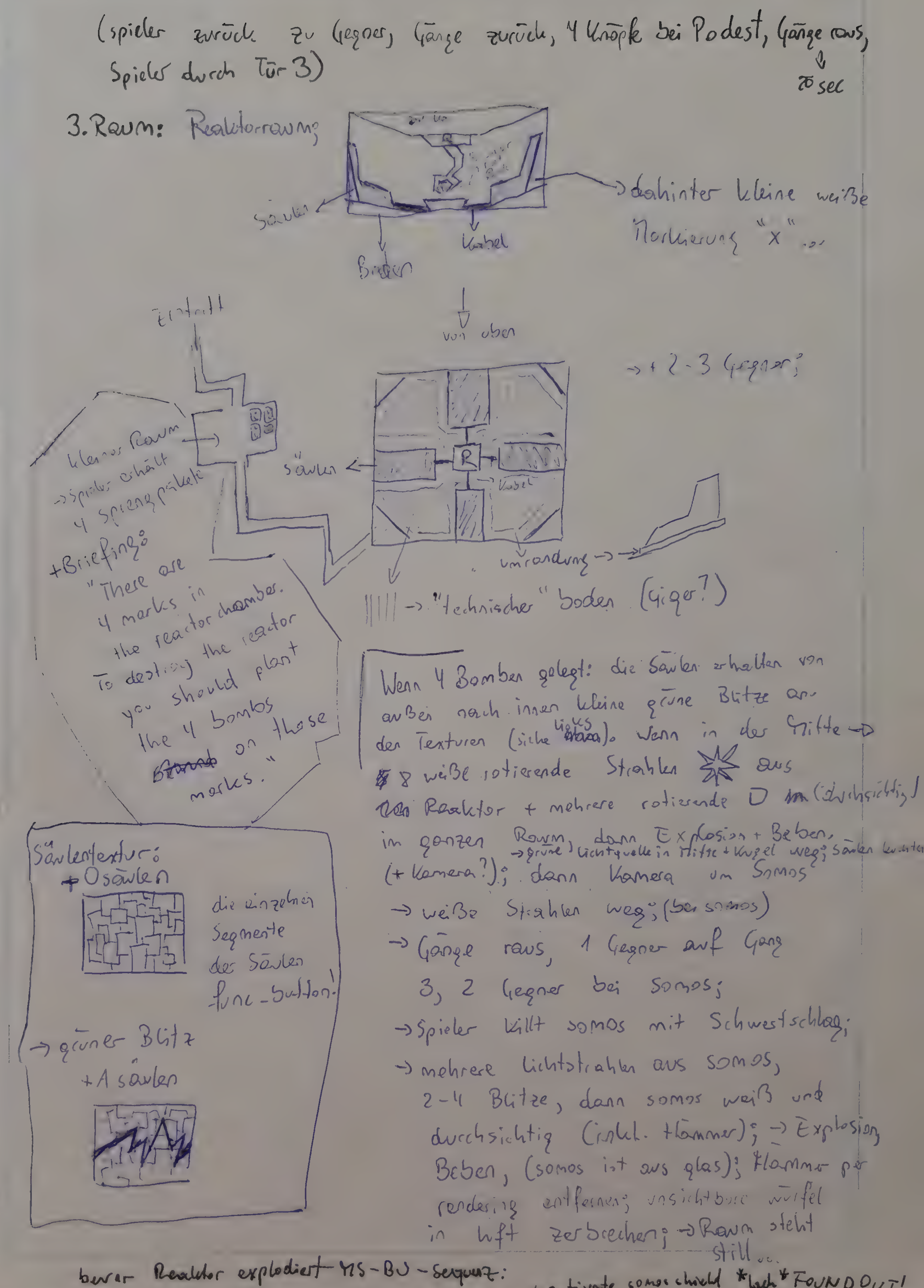
→ SONOS: - Stacheln am Kopf entfernen
- "Gelenke" bei Ellbögen entfernen
- neue Hände erschaffen
- Zylinder aufsetzen

→ Flügel?

SONOS FLIEGEND DARSTELLEN!!

Dinger bewegen sich wie pentulum.

und beim endgegna dann schauts so aus:
i werd a eigenes liadl machn mit an lateinischn text und des so c
hormäßig
irgndwi hinzauban *g*
du fangst beim gegna an, der mit de 4 hämma in jede himmelsrichtu
ng da steht
und de musik is ganz ruhig, und plötzlich gehn de 4 hamma nieder,
 de erde
bebt, und de musik beginnt.. des wiad sowos von genial! und dann
geht da
erste und da dritte hamma rauf und dann gehns runta und 2 und 4 r
auf und dann
2 und 4 runta und 1 und 3 runta ... und dann ... beginnt si der r
aum zu
drehn........ und den rest muas i da am donnastog dazöhn... des i
s oasch
komplex *gg*



(spieler zurück zu Gegner, Gänge zurück, 4 Knöpfe bei Podest, Gänge raus, Spieler durch Tür 3)
↓ 20 sec

3. Raum: Reaktorraum:

→ + 2-3 Gegner;

+ Briefing:
"There are 4 marks in the reactor chamber. To destroy the reactor you should plant the 4 bombs on those marks."

Säulentextur:
+ 0 säulen

die einzelnen Segmente der Säulen func_button!

→ grüner Blitz
+ A säulen

Wenn 4 Bomben gelegt: die Säulen erhalten von außen nach innen kleine grüne Blitze an den Texturen (siehe links). Wenn in der Mitte → 8 weiße rotierende Strahlen aus Reaktor + mehrere rotierende ◻ (durchsichtig) im ganzen Raum, dann Explosion + Beben, → grüne Lichtquelle in Mitte + Kugel weg; Säulen kaputt (+ Kamera?); dann Kamera um Somos

→ weiße Strahlen weg; (bei somos)
→ Gänge raus, 1 Gegner auf Gang 3, 2 Gegner bei Somos;
→ Spieler killt somos mit Schwertschlag;
→ mehrere Lichtstrahlen aus somos, 2-4 Blitze, dann somos weiß und durchsichtig (inkl. Hammer); → Explosion, Beben, (somos ist aus glas); Hammer per rendering entfernen; unsichtbare Würfel in Luft zerbrechen; → Raum steht still...

bevor Reaktor explodiert MS-BU-Sequenz:
"oh my god... LOOK! *lachen* he erm... FOUND OUT how to deactivate somos shield *lach* FOUND OUT!
extrem besoffen

→ Wasser in der Mitte bei somos geht runter, Boden zur Seite (oder zerbricht), Spieler springt durch neuen Gang:

→ trigger-changelevel → the end;

→ endsequenz MS-BJ, Raum mit Todesmöglichkeiten;

(unmotiviertes, angewidertes clap)

MS: very, very, very good...

bj: sooooouuu, u managed to cheat your way through, eh?

(10 sek Pause)

ms: what are you ~~wede~~ waiting forrr? As you can see, there are twenty doors! Go open one of them.

(2 sek)

bj: eerm... don't you think we need something more for the last words he might ever hear?

ms: okay... okay... (lufteinhol) Goooo oopeeen on-nne of themmm

(ehehehe)

ms: no, seriously, I don't think that he is worth any more of our precious time.

bj: (türn nach der Reih auf)



ende: halfquake lied, dann sound mit fade-out -> ~30 sec
-> dann während 30 secs endlosschleife
mit halfquake melody und langsamen, leichten
drums; -> intro version - teil in endlos

ende: 20 die_end teres: "#20 die*"

1. Tod durch BJ-Flamme ✓
2. Tod durch Kreis von Alien-Slaves (enger Raum mit Aliens-ring am Boden) ✓
3. Tod durch Nichts (graue Wände) ✓
4. Tod durch Todeszelle (Life-Zelle daneben: out of order) ✓
5. Tod durch ganz weit runterhüpfen -> "AAAH" aufnehmen ✓ end/scream.wav
6. Tod durch Wasser ✓
7. Tod: durch Invertieren dunkel - Plötzlich alles weiß -> tot ✓
8. Tod durch ~~Britney Sp~~ Britney Spears -> Textur mit brit end/britney... -> schrei (AH!) end/scream.wav
9. Tod durch Strahlung (Raum mit grünem Stein i. Mitte) ✓
10. Tod durch Sadism Express ✓
11. Tod durch 5 dragons -> Schwert -> 5 dragons tot -> 2 sek warten -> tot ✓
12. Tod durch Explosion [Explosive] -> This crate will self-destruct in 5 seconds. ✓
13. Tod durch "no idea..." an Wand ✓
14. Tod durch Lava/Kuroshi/Mariotextur ✓
15. Tod durch BJ-Kabine ("This is the only room where you survive... For ten seconds") -> tot end/tensecs.wav
16. The impossible Jump & Run: zu großer Abstand -> ansonsten "CHEATER" ✓
17. Tod durch "stayin alive" end/stayinalive.wav

(18) Tod durch 2 BJ – Hände (unsichtbar) — wenn Spieler da, Hände kurz Pause, dann in Mitte SPLASH!

(19) Tod durch 2 Sek Stille, dann ~~[illegible]~~

alle sounds aus hqa *g*

(20) YOUR DEATH

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react_mmaker_teler1

react_mmaker → somos

react_mmaker2 → reactor

react_mmaker_teler2

→ mehr Werbetafeln einbauen...

- Abspann: - ~~bubble out ... würfel in mitte, ... → hqa team~~
- später → langsam einblenden → add. sadism

→ System mit func_rotating

① halfquake amen team | 15sek → weg
hintergrunds wie beim intro
bj, ms, jm

Muddasheep
- voice of ms, NPC with toilet
- voice of ~~NPCs in sapience~~
- voice of guard in front of ~~...~~ sadistic village
- voice of NPC with dynamite
- voice of somos
- textures, maps, models, soundtrack
- voice of christmas tree
- main ideas ~~of~~ for halfquake amen

5sek → weg

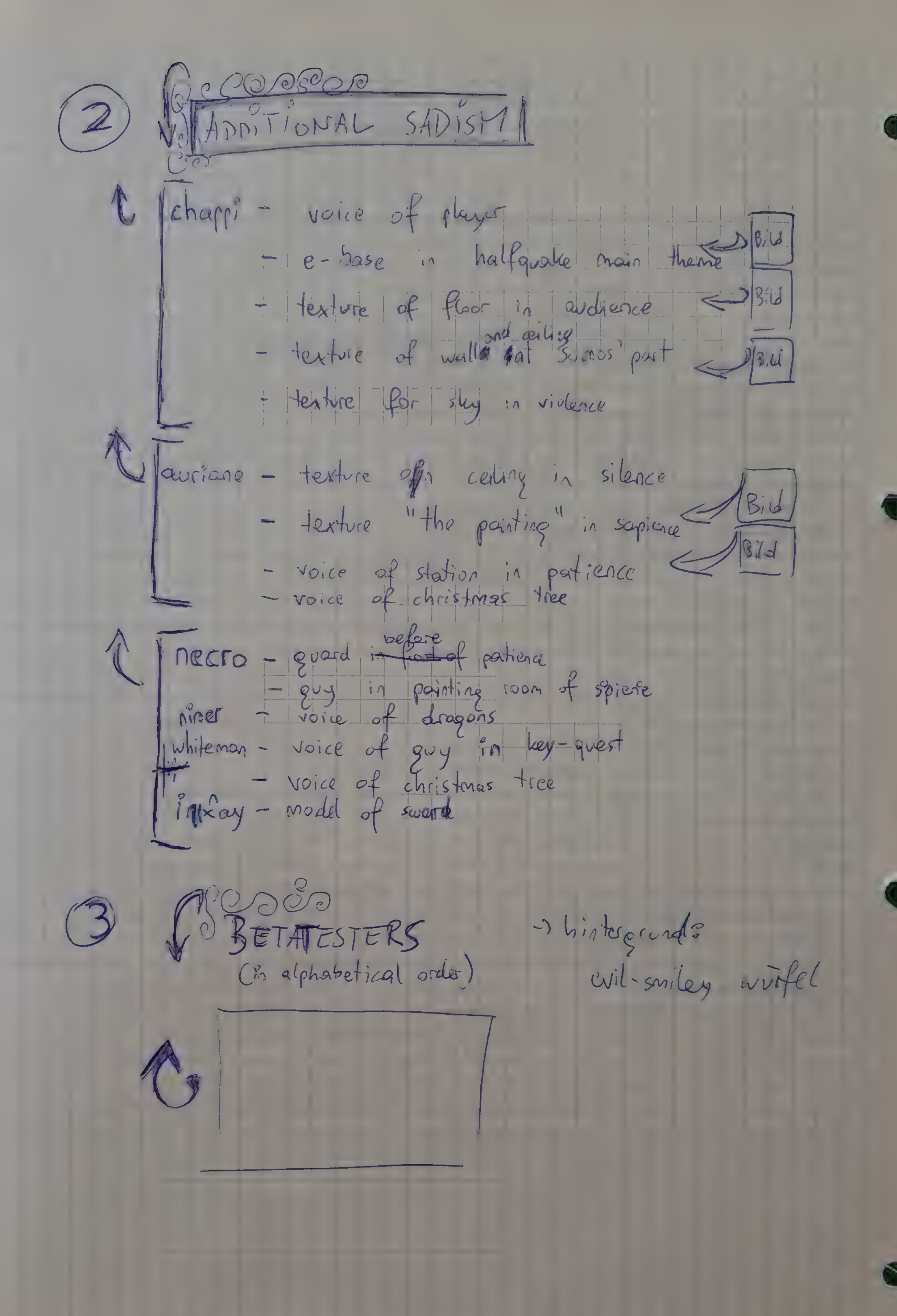
blackjack
- voice of bj
- voice of aliendlaves; - voice of telephone (patience);
- ~~dialogs~~ ideas for dialogues
- saxophone in halfquake ~~...~~ main theme
- main ideas for halfquake amen
- diary in sapience

5sek → weg

Vent. brockman ~~mitteB~~
- voice of somos
- voice of jm
- voice of skeleton

5sek → weg

- idea for ending dialogue



② ADDITIONAL SADISM

chappi - voice of player
- e-base in halfquake main theme ← Bild
- texture of floor in audience ← Bild
- texture of walls and ceiling at Simos' part ← Bild
- texture for sky in violence

auriane - texture of in ceiling in silence
- texture "the painting" in sapience ← Bild
- voice of station in patience ← Bild
- voice of christmas tree

necro - guard ~~in front of~~ before patience
- guy in painting room of spiefe

niner - voice of dragons

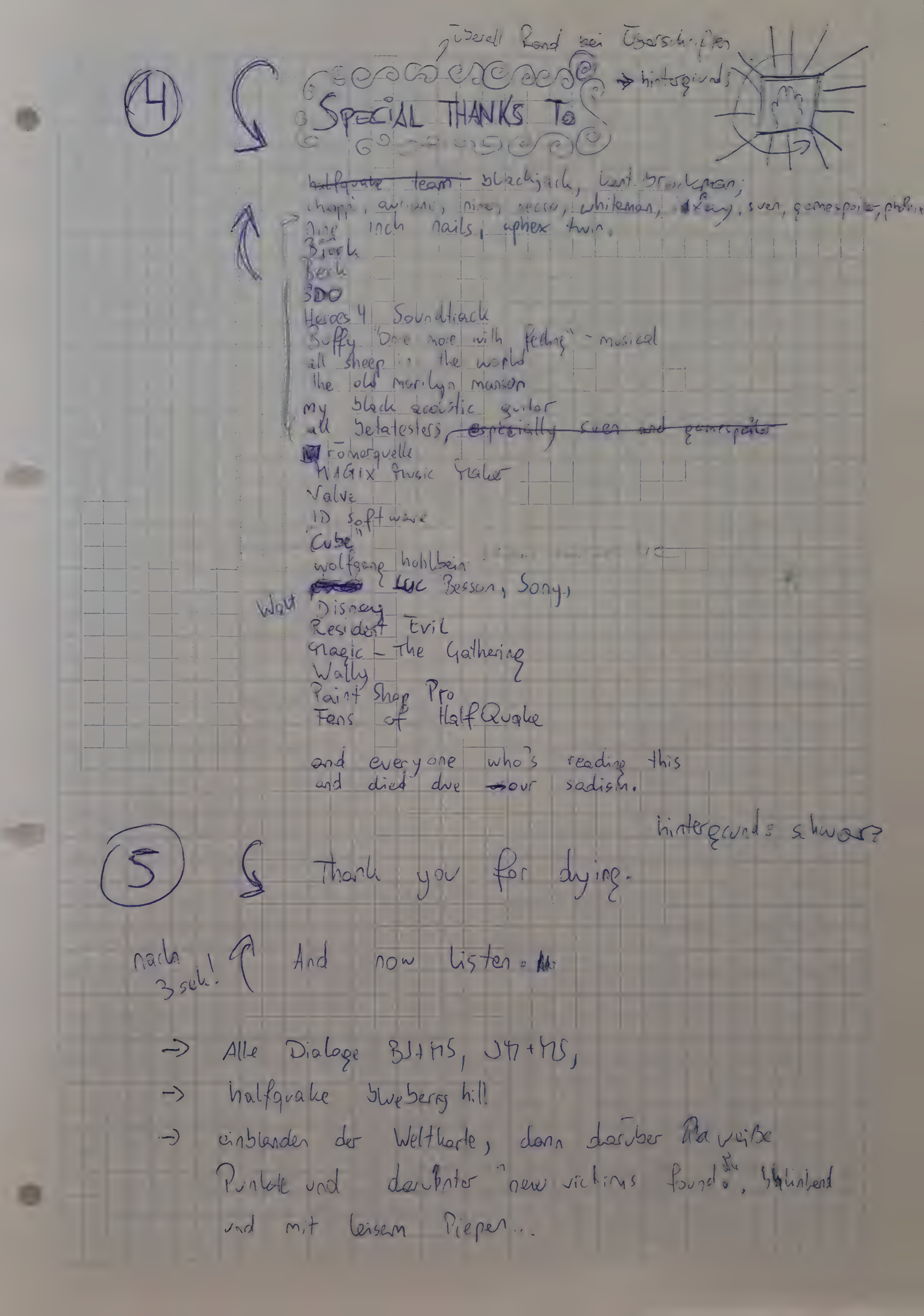
whiteman - voice of guy in key-quest
- voice of christmas tree

iqxay - model of sword

③ BETATESTERS

(in alphabetical order)

→ hintergrund: evil-smiley würfel



überall Rand bei Überschriften

(4)

SPECIAL THANKS TO → hintergrund;

~~halfquake team~~ blackjack, lent. brückman;
chappi, awrianc, nine, necro, whiteman, ~~dxeny~~, sven, gamespoiler, philie
nine inch nails, aphex twin,
Björk
Berk
3DO
Heroes 4 Soundtrack
Buffy "One more with feeling" - musical
all sheep in the world
the old Marilyn Manson
my black acoustic guitar
all betatesters, ~~especially sven and gamespoiler~~
Römerquelle
MAGIX Music Maker
Valve
ID software
"Cube"
wolfgang hohlbein
~~Luc~~ Luc Besson, Sony,
Walt Disney
Resident Evil
Magic - The Gathering
Wally
Paint Shop Pro
Fens of HalfQuake

and everyone who's reading this
and died due ~~to~~ our sadism.

hintergrund: schwarz?

(5)

Thank you for dying.

nach 3 sek! And now listen...

→ Alle Dialoge BJ+MS, J47+MS,
→ halfquake blueberry hill
→ einblenden der Weltkarte, dann darüber ~~Pa~~ weiße Punkte und darunter "new victims found!", blinkend und mit leisem Piepen...

voice credits:

ms - muddasheep

bj - Blackjack

jm - kent. brockman

alien slaves - Blackjack, player - chappi

Sapience ~~ambience~~: guards in front of patience - necro

dragoncrabs - niner

guy of key-quest ~~with the painting~~ - whitemen

guy in painting room - necro

Voice of christmas tree - whitemen, auriane, muddasheep

rest of NPC's - muddasheep

texture of key-quest - auriane [pic]

patience: voice of station - auriane

voice of telephone - BJ

audience: texture of floor in labyrinth - chappi [pic]

voice of skeleton - kent. brockman

silence: texture on the ceiling - auriane [pic]

somos: voice of somos - muddasheep, kent. brockman

texture of wall - chappi [pic]

violence: texture of sky - chappi

all other ~~[illegible]~~ textures, sounds, maps ~~[illegible]~~

and the soundtrack ~~[illegible]~~

~~[illegible]~~ by muddasheep

endgegner:

- handgezeichnet
- mehrere Gänge mit Gegnern und Schaltern, die endgegner Schaden zufügen ...



domain*go

VERTRAG (52510)

zwischen

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vertr. d.d. Geschäftsführer
Oskar-Messter-Str. 33
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- nachfolgend **Provider** genannt -

und

Philipp Lehner
Traunaustraße 6
4600 Wels

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über die - auch zukünftige - Erbringung von Webhosting, Serverhousing, Internetdienstleistungen jeglicher Art und Registrierung von Domainnamen durch den Provider.

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REVIEWS

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x Wels, 2003-09-25 x Philipp Lehner

Ort, Datum — Unterschrift des Kunden, ggf. Firmenstempel

Annahme-/ Bearbeitungsvermerke / Unterschrift des Providers

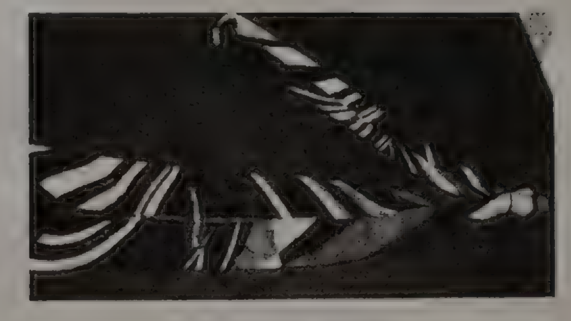
Vertrag angenommen: i.A.

HQAtie

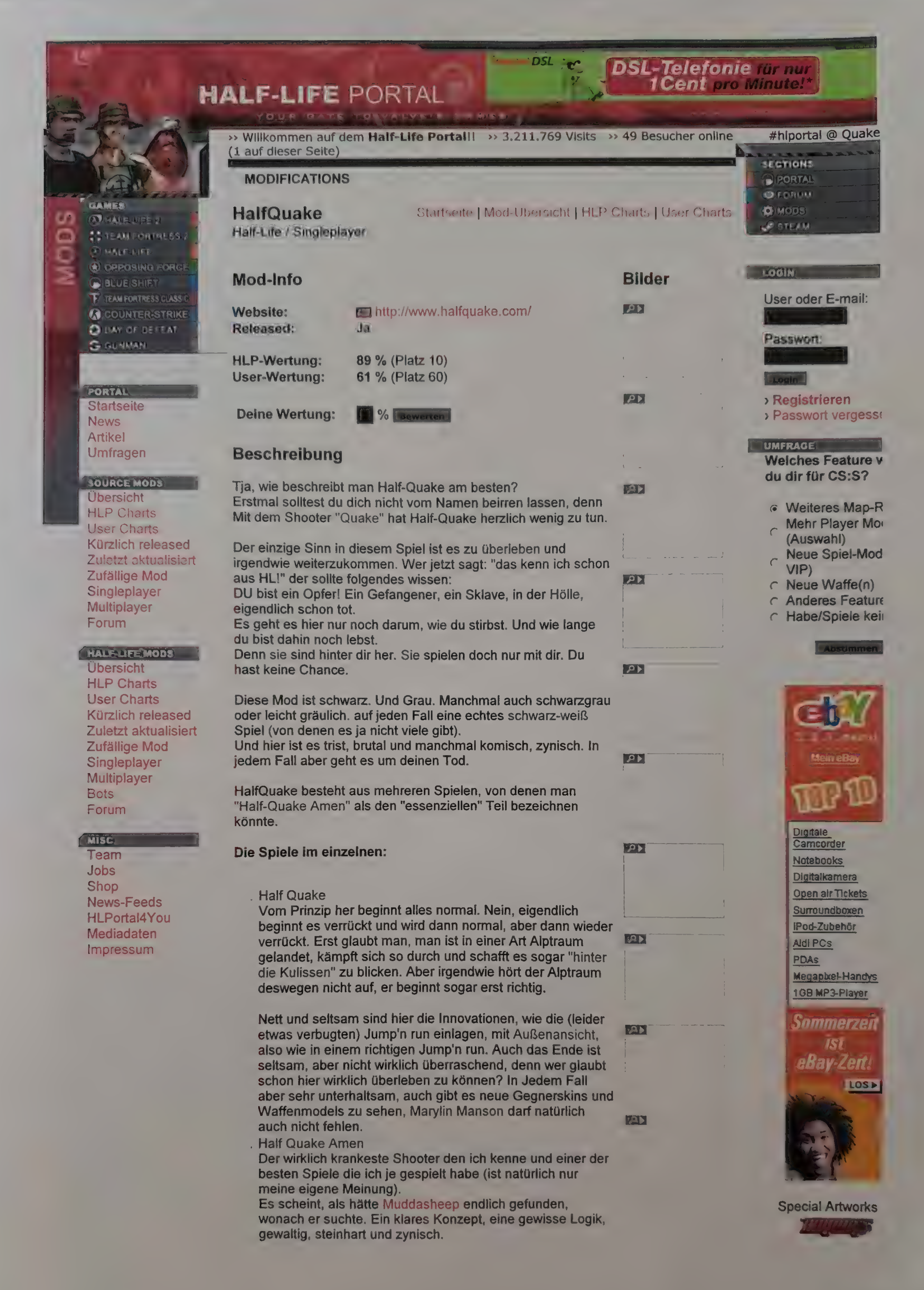
View these pics of a tie I bought that is QUITE HQAish...



Front



And the backside



HALF-LIFE PORTAL

DSL-Telefonie für nur 1Cent pro Minute!*

›› Willkommen auf dem **Half-Life Portal**! ›› 3.211.769 Visits ›› 49 Besucher online (1 auf dieser Seite)

#hlportal @ Quake

MODIFICATIONS

HalfQuake

Half-Life / Singleplayer

Startseite | Mod-Übersicht | HLP Charts | User Charts

Mod-Info

Website: http://www.halfquake.com/
Released: Ja

HLP-Wertung: 89 % (Platz 10)
User-Wertung: 61 % (Platz 60)

Deine Wertung: % Bewerten

Bilder

Beschreibung

Tja, wie beschreibt man Half-Quake am besten?
Erstmal solltest du dich nicht vom Namen beirren lassen, denn Mit dem Shooter "Quake" hat Half-Quake herzlich wenig zu tun.

Der einzige Sinn in diesem Spiel ist es zu überleben und irgendwie weiterzukommen. Wer jetzt sagt: "das kenn ich schon aus HL!" der sollte folgendes wissen:
DU bist ein Opfer! Ein Gefangener, ein Sklave, in der Hölle, eigendlich schon tot.
Es geht es hier nur noch darum, wie du stirbst. Und wie lange du bist dahin noch lebst.
Denn sie sind hinter dir her. Sie spielen doch nur mit dir. Du hast keine Chance.

Diese Mod ist schwarz. Und Grau. Manchmal auch schwarzgrau oder leicht gräulich. auf jeden Fall eine echtes schwarz-weiß Spiel (von denen es ja nicht viele gibt).
Und hier ist es trist, brutal und manchmal komisch, zynisch. In jedem Fall aber geht es um deinen Tod.

HalfQuake besteht aus mehreren Spielen, von denen man "Half-Quake Amen" als den "essenziellen" Teil bezeichnen könnte.

Die Spiele im einzelnen:

- Half Quake
  Vom Prinzip her beginnt alles normal. Nein, eigendlich beginnt es verrückt und wird dann normal, aber dann wieder verrückt. Erst glaubt man, man ist in einer Art Alptraum gelandet, kämpft sich so durch und schafft es sogar "hinter die Kulissen" zu blicken. Aber irgendwie hört der Alptraum deswegen nicht auf, er beginnt sogar erst richtig.

  Nett und seltsam sind hier die Innovationen, wie die (leider etwas verbugten) Jump'n run einlagen, mit Außenansicht, also wie in einem richtigen Jump'n run. Auch das Ende ist seltsam, aber nicht wirklich überraschend, denn wer glaubt schon hier wirklich überleben zu können? In Jedem Fall aber sehr unterhaltsam, auch gibt es neue Gegnerskins und Waffenmodels zu sehen, Marylin Manson darf natürlich auch nicht fehlen.
- Half Quake Amen
  Der wirklich krankeste Shooter den ich kenne und einer der besten Spiele die ich je gespielt habe (ist natürlich nur meine eigene Meinung).
  Es scheint, als hätte Muddasheep endlich gefunden, wonach er suchte. Ein klares Konzept, eine gewisse Logik, gewaltig, steinhart und zynisch.

MODS

GAMES: HALF-LIFE 2, TEAM FORTRESS 2, HALF-LIFE, OPPOSING FORCE, BLUE SHIFT, TEAM FORTRESS CLASSIC, COUNTER-STRIKE, DAY OF DEFEAT, GUNMAN

PORTAL: Startseite, News, Artikel, Umfragen

SOURCE MODS: Übersicht, HLP Charts, User Charts, Kürzlich released, Zuletzt aktualisiert, Zufällige Mod, Singleplayer, Multiplayer, Forum

HALF-LIFE MODS: Übersicht, HLP Charts, User Charts, Kürzlich released, Zuletzt aktualisiert, Zufällige Mod, Singleplayer, Multiplayer, Bots, Forum

MISC: Team, Jobs, Shop, News-Feeds, HLPortal4You, Mediadaten, Impressum

SECTIONS: PORTAL, FORUM, MODS, STEAM

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UMFRAGE
Welches Feature w du dir für CS:S?
- Weiteres Map-R
- Mehr Player Mo (Auswahl)
- Neue Spiel-Mod VIP)
- Neue Waffe(n)
- Anderes Feature
- Habe/Spiele kei

Abstimmen

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Surroundboxen
iPod-Zubehör
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PDAs
Megapixel-Handys
1GB MP3-Player
Sommerzeit ist eBay-Zeit!
LOS ▸

Special Artworks

Ein meist schwarz-weißer bösartiger und eigenwiller Stil zieht sich gleichmäßig durch den gesamten spielverlauf, begeht ein paar Stilbrüche, nur um dann wieder umso fester weiterzumachen.

HQ-Amen wirkt wie eine Tortur, von der man nicht mehr genug haben kann. Man schreibt Tagebuch und isst ein paar Ratten, kämpft sich weiter durch und sucht nach dem Sinn, nicht nur des jetzigen Trips durch die Hölle, sondern besonders nach dem Sinn des normalen Lebens davor, mit Job, Ehefrau und Kind.
Eigenartige Gespräche mit seltsamen Typen, Massenhaft Sprungeinlagen und sogar Rätsel, deren Lösungen außerhalb der Half-life Engine zu suchen sind, gehören hier fast selbstverständlich dazu.
Dazu kommt Philosophie über das heutige Leben, und die von Muddasheep und Blackjack selbstgemachte Musik, eine Mischung aus leichten Beats und Gitarrensounds, dazu manchmal Gesang. Mit Schwert und Armbrust in der verzerrten Welt von Don Quichotte auf riesige Windmühlen zuzulaufen und dazu ein leichte fiepende Melodie zu hören, so etwas Eigenartiges habe ich noch nie gespielt.
Die Texturen sind fast alle selbstgemalt und im farblichen Negativ dargestellt, zugegeben, es gibt nicht viele von ihnen, jedoch sind sie sehr passend eingesetzt.

Spätestens, wenn man im Bahnhof auf einen Zug wartet oder den wohl längsten Spielabspann der Welt ansieht, fragt man sich schon, ob es der Modder eigendlich ernst mit einem meint. Aber selbst wenn er das nicht tut, diese Spielerfahrung bleibt von Vone bis Hinten einzigartig.

- HQ-Amen: The Present
Halfe Quake Amen Zusatzlevel die von ein paar Fans gemacht wurden.
Teilweise recht kniffelig, dafür mit Schreckmomenten, auf die ich nicht gefasst war. Gleich hinterherspielen! >)

Zur Zeit arbeitet muddasheep an einen dritten Teil, der da "Halfquake Sunrise"
heißen soll. Ob und wann er ihn fertig bekommt steht wohl in den Sternen...

Stand: *08.06.2005, 13:53 Uhr, bearbeitet von CarnifexX*

Partner:

Link us:

USER ONLINE
Insgesamt sind **49 Benutzer** online. Davon sind 8 registriert:
Deadly Shadow, heidl, HomerJee, Knoppers, Koraktor, MasonVX, Price, Ralexand

SITE OPTIONS
- Zu Favoriten hinzufügen
- Als Startseite festlegen (IE only)
- Bug gefunden?

Half-Life celebrated their 5th year 3 weeks ago. Thought Half-Life is this old it's still being played, single-player as multi-player. The single-player part has, and is still being kept up by fun and high quality mods like "Point Of View", "They Hunger", "Half-Life: Invasion", "Poke646" and "Heart of Evil". Also there are "weird" single-player mods like "Half Quake Amen" and "Hammy-Bob Single-Player".

The multi-player part started off by a huge explosion with "Counter-Strike" and "Team Fortress" on the top. Thought these 5 years have passed many are still playing "Counter-Strike" and many to come, but the different and more teamplay mod "Team Fortress" has lost a lot of fans the past years. New mods came to give the "original mods" a challenge. "Day Of Defeat" is the ultimate high quality WWII mod. "Sven Co-op" gave the players a chance to play custom made maps (even original hl maps!) together to reach the map goal and continue the exciting journey. "The Specialists" exploded into the "popular half-life mods" section with their Matrix-moves and deathmatch gameplay. "Natural-Selection" changed the community by the unique gameplay, models and maps! Fun multi-player mods like "Pirates, Vikings and Knights" arrived.

Steam has arrived, not bug-free thought, and with it "Counter-Strike 1.6" with new graphics, weapons and maps. Even "Team Fortress" is in the list and with a new engineer feature. Steam will take over the whole WON community one day, how that will happen I have no idea of. About a month ago they tried to shut down WON to get half of the players to the Steam platform, but, Steam could not take the pressure so WON was put up again.

Half-Life 2 affected the mod community A LOT. Many planned Half-Life mods were transferred to Half-Life 2 and its incredible engine. Many promising mods for Half-Life 2 began to pop up everywhere: "The Pro Filmer", "High Octane", "Jurassic Rage" and "Silenced".

The company behind this all, Valve, has shown less reliable statements involving Steam and Half-Life 2 but why should they lie about such big things(?).

I am very excited over these things and can't wait for them, but I have to!

Take care

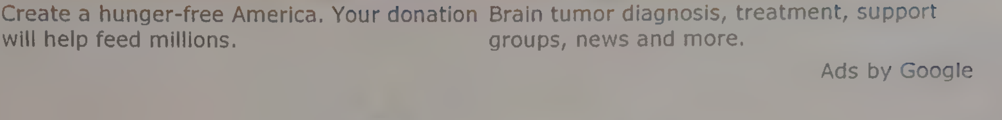
Links:
Half-Life
Point Of View
They Hunger
Half-Life: Invasion
Poke646
Heart of Evil
Half Quake Amen
Hammy-Bob Single-Player
Counter-Strike
Team Fortress
Day Of Defeat
SvenCo-Op
The Specialists
Natural-Selection
Pirates, Vikings and Knights
Steam
Counter-Strike 1.6
Half-Life 2
The Pro Filmer
High Octane
Jurassic Rage
Silenced
Valve

Article in original format (.doc) can be downloaded here.





Guía Half Life A
Guía Opposing Force
Guía Blue Shift N
Guia de Waypoints A
Trucos
Consola
Preguntas Frecuentes
Mapas 1 Jugador
Mapas deathmatch
Cómo jugar por internet
Proximamente...
Principal
Mapas CS
Preview de CS 1.6
Entrevista a Gooseman
Comandos de consola
Poner un Servidor
Psicologia en el CS
Camping Ofensivo
Principal
Clases A
Mapas DoD
Las razas del DoD A
Principal



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NBTF - Get Important Info
Brain tumor diagnosis, treatment, support groups, news and more.

Ads by Google

Review: Half-Quake

11 Diciembre 2003 by CorvetteAddict

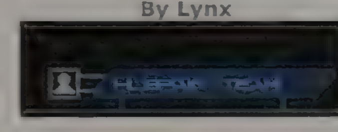



Título: Half-Quake
Tipo de mod: SinglePlayer / MultiPlayer
Versión analizada: v1.0 (Half-Quake) / v1.1 (Half-Quake: Amen)
Fecha de lanzamiento: 19/04/2001 (Half-Quake) | 01/09/2002 (Half-Quake: Amen)
Página web del mod: >Half-Quake< | >Half-Quake: Amen<
Walkthrough (Guía paso a paso): >Guía Half-Quake< | >Guía Half-Quake: Amen<
Screenshots: >Screens Half-Quake< | >Screens Half-Quake: Amen<
Descargar Half-Quake: **|Aquí|** [14,8 MB]
Descargar Half-Quake Amen v1.0: **|Mirror 1| | |Mirror 2| |** |Mirror 3| [49,5 MB]
Actualización Half-Quake Amen a v1.1: |Aquí| [557 KB]

Primer contacto: Cuando leáis el título de este MOD no tenéis que caer en la equivocación de compararlo con el título del MOD ***Counter-Life***. Si suponíais que iba a ser como en éste último donde podíamos re-vivir la historia del ***Half-Life*** original con el arsenal armamentístico del ***Counter-Strike***, en *Half-Quake* no reviviréis también la historia de Gordon Freeman con las armas del famoso "shotter" de Id-Software ***Quake*** y sus posteriores secuelas.

Tal como los autores del MOD, que se hacen llamar *Magic 8-Ball* (*muddasheep* and *blackjack* entre otros),





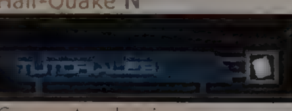
Que sí, que sí... Tu dirás que le estás reduciendo, pero a mí me parece otra cosa xDDD.
By Lynx

Administradores
[Xentury]

Redactores
OdiN
TOKEN
zsoldie_R
BlaiD
Serg10
ivanfa
BLaZCo
nickimaru
Kolham
no nick given
Kaizer
CorvetteAddict
R4MbO

Mapas TFC

Guía de Mods
Creación de Mods
Desarrollo de Mods
Action Half-Life
Vampire Slayer
Svencoop
Worms HL
Sweet Half-Life
Intl Online Soccer
Global Warfare
The Battlegrounds
Underground Bloodline
The Specialists
Azure Sheep
Point of View
Half-Life Invasion
Poke 646
Chemical Existence
Riot in Progress
Assault on Roswell **N**
Natural Selection **N**
Solo Operations **N**
Half-Quake **N**



Conceptos basicos
Chat HLSpain
Cómo jugar por internet
Como hacer un Video-Frag
HL Logo Creator
Cambiar el CD-Key
Guia All Seeying-Eye
Registro en Fileplanet
Guia Irc-Hispano
Mejorar el ping
Instalar Bots
Jugar con Bots
Normas del Foro
Tutorial Admin Mod
Tutorial WinMX
Tutorial Warcraft 3
Metamod y Admin Mod

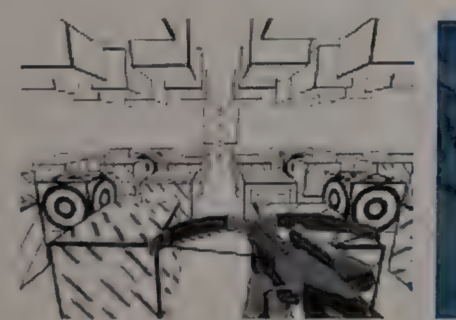
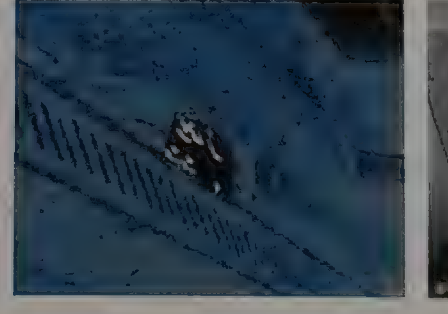
no tendremos ante nosotros otro aburrido MOD más para nuestro Half-Life, porque, según sus creadores y los beta testers que lo han probado, no es ni aburrido ni interesante,... es simplemente fustrante. Y en cuanto empecemos a echar una partida, no tendremos ninguna duda de ello. Mientras vayamos avanzando por el MOD nuestra frustración irá aumentando y un crecimiento de sentimiento de odio hacia el MOD en sí, a sus autores e incluso a nosotros mismos, se irá haciendo cada vez más notable.





Cuando vayáis a empezar una partida, no penséis que vais a tener que ir corriendo por laboratorios y por las diversas instalaciones como hemos podido visitar en los demás MODs de Half-Life, mientras nos abrimos paso entre los cadáveres de soldados, marines, mujeres asesinas, alienígenas y mutantes que vamos dejando a nuestro paso mientras recargamos rápidamente nuestra arma para el próximo inminente combate. Las armas son lo de menos, aunque tal como podremos escuchar de una "voz" que nos irá siguiendo durante la aventura, solo nos retardará un poco más el momento de nuestra inminente muerte.

Hay que decir que para jugar a este MOD, tal como bien nos lo explican los autores con una breve secuencia en la pista de entrenamiento, hay que ser bastante sádico; que te guste que te hagan sufrir y caer siempre en la misma trampa (os aseguro que batiréis vuestro récord en apretar el máximo de veces la tecla F6 para grabar la partida pues cada paso que avancéis con vida será todo un éxito)

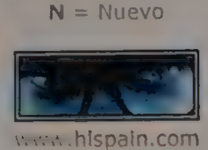

Este MOD se compone de dos partes: *Half-Quake* y *Half-Quake: Amen*. La segunda parte no es la secuela de la primera; ninguna de las dos partes guarda relación alguna, a no ser por el mayor sentimiento de Odio y Frustración que sentiremos en la segunda parte todavía aún mayor. En las dos partes tendremos que sobrevivir a una serie de pruebas que tendremos que superar con mucha habilidad y paciencia en unos casos, y con mucha inteligencia y táctica precisa en otros. Puede que al principio penséis que este MOD es una pérdida de tiempo, no os guste por su "elevado nivel de sadismo" hacia el jugador, la falta de acción,... pero os aseguro que si lo conseguís acabar las dos partes, habrá merecido la pena haber disfrutado del MOD.

Colaboradores
Luas
HYBRID
-=KBooM=-

- Webs en castellano
- Webs extranjeras

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A = Actualizado
N = Nuevo



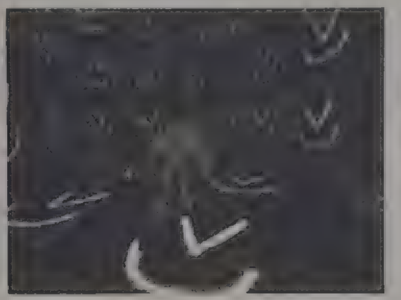
www.hlspain.com

Design :
BlaiD & **rickimaru**
Coding :
[Xentury]

Hay que destacar de las dos partes varias cosas: en Half-Quake podremos ver y disfrutar de la música de *Marilyn Manson*, y en Half-Quake: Amen, podremos disfrutar de una currada banda sonora específica para el MOD y creada por los propios autores con sus propios instrumentos (nada de música prefabricada) que nos ambienta muy bien en la aventura que viviremos.

Tanto la primera como la segunda parte son difíciles, y sobretodo en la segunda donde es fácil quedarse atrapado nada más comenzar. Pero por suerte tendremos una guía para las dos partes del MOD , que aunque no nos darán la solución al enigma o puzzle o prueba que tengamos que pasar, nos ayudará a entender el funcionamiento de ésta.







Trama del mod:

Half-Quake

Hemos sido capturados por una institución-prisión que se hace llamar *"Half-Quake"*. No tenéis ni idea de como habéis llegado allí, pero la gente es asesinada porque han cometido algún"error" en su pasado (robo, violación, etc) y tu has debido cometer alguno de estos "errores", o no. Pero lo único cierto es que te encuentras en un recinto cerrado en medio de ningún lugar, sin armas, sin escudo, sin nada,... y vuestro calvario personal está a punto de empezar.

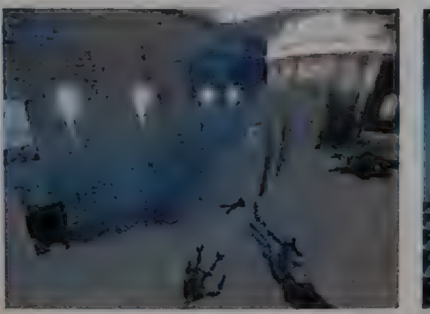
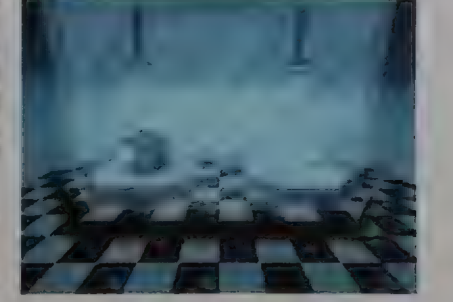
En esta primera parte, tendremos que ir avanzando por varios lugares diferentes que no se pueden relacionar con nada que hayamos podido ver anteriormente. Serán pruebas de habilidad con el salto, con el disparo, con el agache y el esquivar, de orientarnos, ... y diferentes combinaciones de todo junto. Cada vez que veamos un botón que tengamos que apretar, pensaremos "Por Dios!!! Que es lo que nos espera ahora??!!" y nunca veremos el final del MOD, pues cuando pensemos que ya hemos acabado, nos tocará volver otra vez a repetir lo que hemos echo antes, pero más difícil todavía, y luego... otra vez... y otra.

Hay que destacar la aparición de Marilyn Manson en varios lugares que visitaremos: descubriremos una pequeña sala oscura con varias fotos de Marylin Manson y una dedicatoria; y en el mapa de la casa, entraremos en una habitación de algún seguidor de este grupo, con las paredes llenas de pósters de *Marilyn Manson*, en la mesa podremos ver las diferentes carátulas de los álbumes que ha sacado, y en la cadena de música podremos escuchar la canción "*The Beatiful People*".

Como hemos dicho antes, las armas no será lo que más utilicemos durante el MOD, pero si nos ayudará a poder avanzar y retrasar el momento de nuestra muerte. La visión siempre será en primera persona, excepto en un par de pruebas donde será en tercera persona que hará la prueba más difícil.

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Half-Quake: Amen

Eres un hombre normal con una vida corriente (con una casa, un trabajo, una familia, unos hijos, unos amigos, etc; lo normal). Pero un día te despiertas en la más completa y absoluta oscuridad (qué te irá acompañando durante casi todo el MOD y no dispondremos en ningún momento de la querida linterna que disponíamos en Half-Life). Nos encontramos en lo que parece un mundo oscuro, surrealístico y sádico que parece llamarse "*Half-Quake*". No sabemos si es una institución, si estaremos solos, si está en la Tierra, etc... lo único que podremos hacer es escoger entre nuestro dolor y nuestra vida. Olvídate de tu pasado que tanto vas a empezar a añorar; nunca vas a volver a tu anterior vida corriente. Ahora toca ponerte en marcha y rogar para que tu aventura no sea demasiado "sádica"

En esta segunda parte, también se pondrá a prueba nuestra habilidad con el teclado, pero mucho más nuestra inteligencia, orientación y reflejos. Cabe destacar que desde el principio hasta casi el final del MOD, nos acompañará una absoluta oscuridad (todo el mapa está echo de colores oscuros: negro y gris, acompañado de blanco) y en ningún momento dispondremos de linterna alguna.

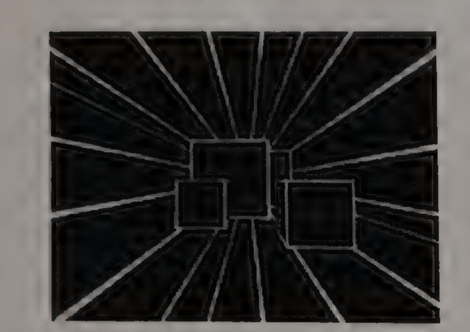
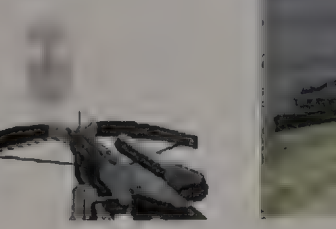
Conforme vayamos avanzando podremos leer, si queremos, unas notas que alguna otra víctima ha ido dejando en diferentes lugares mientras iba llegando, que todas juntas conforman un diario. En él se explica las penas y sufrimientos que ha tenido que ir soportando y que a ti también te va a tocar superar.

Esta segunda parte del MOD está construida de manera que hay diferentes pruebas que corresponden a temáticas diversas como la molestia, la existencia, el silencio, la esencia, la ofensa, la ausencia, la audiencia, el ambiente, la sabiduría, la paciencia y la violencia. Se debe destacar el mapa que corresponde a la paciencia, donde tendremos que esperar, en una especie de estación de metro o tren, durante 20 exactos minutos a que llegue el próximo tren mientras no paran de pasar trenes que no paran en esa maldita estación, no para de sonar un teléfono y se escucha una música la mar de patética.

El único **armamento** que tendremos disponible será dos armas, que no podremos tener siempre ya que una vez que pasemos al siguiente mapa ya no dispondremos de ella, serán la ballesta del Half-Life original, y lo que se llama "la espada del sadismo" que es una espada que solo nos será útil en el combate cuerpo a cuerpo, pero que mientras tengamos posesión de ella, el daño que nos puedan infligir los Aliens Slave del Half-Life (los únicos enemigos que hay en este MOD) será mínimo.

También hay que destacar que no hay botiquines, ni escudos, ni estaciones de recarga de salud y escudo, como tampoco tendremos el HUD disponible en pantalla donde podíamos controlar el nivel de vida y escudo y la munición que tenemos disponible (esto último no muy necesario, pues tendremos munición suficiente aunque no para malgastarla inútilmente). Solamente, al final de cada fase, entraremos a una especie de habitación, dónde habrá tres cabinas, una donde pone vida (y a la que siempre tendremos que entrar), otra donde pone muerte (lo que pasa si entráis ya lo debéis suponer) y otra donde pone exit (que será donde tendremos que entrar para acabar esa fase).

En esta segunda parte también podremos disfrutar de otra canción de *Marilyn Manson*, pero cabe una especial mención a la trabajada banda sonora del MOD creada por los mismos autores del MOD; la música esta muy bien trabajada y crea una buena ambientación con los lugares que iremos visitando.


Half-Quake: Amen - The Present: Como primer aniversario de la fecha de salida de Half-Quake: Amen, los autores han sacado a la luz un pequeño Add-On con el cual podremos disfrutar un poco más del universo de Half-Quake. Su nombre es *Half-Quake: Amen - The Present*.

Half-Quake: The Next Victim: Y hay un nuevo proyecto que supone una nueva aventura dentro del universo de Half-Quake, donde nos pone en la piel de un maquinista de un tren, en que en un largo viaje conduciendo un tren de mercancías por unos parajes solitarios, somos golpeados en la cabeza y caemos inconscientes. Al despertar, nos vemos sumergidos en un universo de sadismo y dolor llamado Half-Quake... Esta compuesto por alrededor de 15 mapas; y cuenta con la novedad de que en algunos momentos de la aventura, será necesario dormir para poder continuar avanzando. La mala noticia es que este nuevo capitulo de Half-Quake esta detenido por su creador desde el 24 de Junio del 2003, y no parece que vaya a continuar.

Características:

· *Número de mapas* : 18 (Half-Quake) y 34 [30SP + 4 MP] (Half-Quake: Amen)
· *Sonidos nuevos* : Sí
· *Música nueva* : Sí
· *Armas nuevas* : No (Half-Quake) / Sí (Half-Quake: Amen donde tendremos disponible una espada)
· *HUD nuevo* : No
· *Enemigos nuevos* : Sí (los enemigos finales solamente aunque no sean seres)
· *Voces nuevas* : Sí
· *Modelos nuevos* : No (Half-Quake) / Sí (Half-Quake: Amen)
· *Texturas nuevas* : Sí
· *Gráficos nuevos* : Sí

Lo mejor del mod:

- una aventura totalmente diferente en un entorno totalmente diferente.
- la aparición de Marilyn Manson en varias partes del MOD Half-Quake.
- la buena banda sonora creada en Half-Quake: Amen.
- el final de las dos partes del MOD: Half-Quake y Half-Quake: Amen.

Lo peor del mod:

- puede llegar a acabar con tu paciencia muchas veces, y que tu teclado o monitor lo pague con un par de puñetazos (o no)
- es fácil quedarse atascado en las pruebas sin saber que hay lo que hacer, y hay que echar mano de la guía muchas veces.

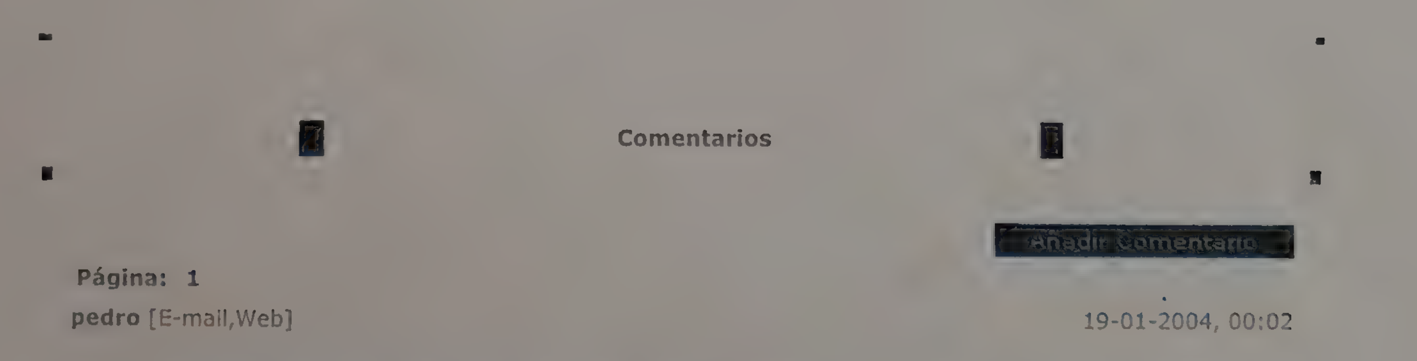
Enlaces de interés:

- B.S.O. Half-Quake: Amen: Es posible descargarse la banda sonora original creada por los mismo autores del MOD para la segunda parte del mod. Podéis descargarla la BSO en mp3 entera de >Aquí<, y también está disponible la letra de algunas de las canciones >Aquí<
- Half-Quake: Amen - The Present: Es un pequeño add-on para Half-Quake: Amen que nos añadirá unos cuantos mapas más y nos permitirá "disfrutar" un poco más de este MOD. Lo podéis descargar de >Aquí< *[5,22 MB]*.
- **B.S.O. Half-Quake: Amen - The Present**: La banda sonora del Add-on para Half-Quake: Amen, está disponible para descargar >Aquí<.
- **Half-Quake: The Next Victim**: Es el nuevo y último proyecto realizado para Half-Quake bajo el motor de Half-Life, que supone una nueva aventura dentro del universo de Half-Quake. Lo malo es que el proyecto ha sido detenido a su 50% de construcción aproximadamente por falta de tiempo. Para más info acerca de esta nueva continuación de Half-Quake.
- **Cómic Half-Quake: Amen:** Hay disponible una serie de tiras de cómic dibujadas por los autores sobre el MOD Half-Quake: Amen.
- **Personal Half-Quake**: Original juego on-line basado en el mundillo de Half-Quake, donde cualquier persona puede apuntarse e ir acumulando puntos.

Información extra:

• Página oficiales de los autores: |Todos los autores| - |Muddasheep| - |BlackJack|
• F.A.Q. para posible dudas y problemas acerca del mod: |F.A.Q. Half-Quake| - |F.A.Q. Half-Quake: Amen|
• Si queréis saber más y entrar en este mundo llamado Half-Quake: |Aquí|
• También hay disponibles varios mapas para Counter-Strike y que han sido creados por las mismas personas que han realizado este MOD: **|Aquí|**

Texto y diseño original de CorvetteAddict **para** HL-Spain **2003-2004©**



Comentarios

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Página: 1

pedro [E-mail,Web] 19-01-2004, 00:02

porq no asen una jagina prinsipal q se puedan ver todas las claves de la consola y si ya la isieron seria un sunto si me la podrian mandar a mi correo pedro_g_m_144@hotmail.com ok adios

Página: 1

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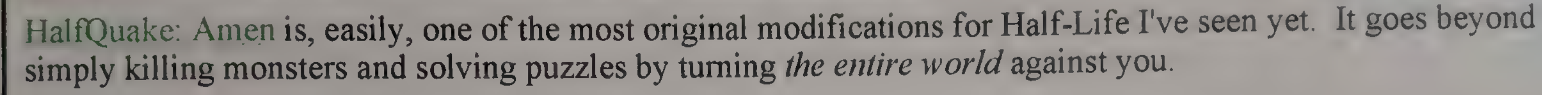




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Muddasheep - Artist of the Week - February 26, 2003

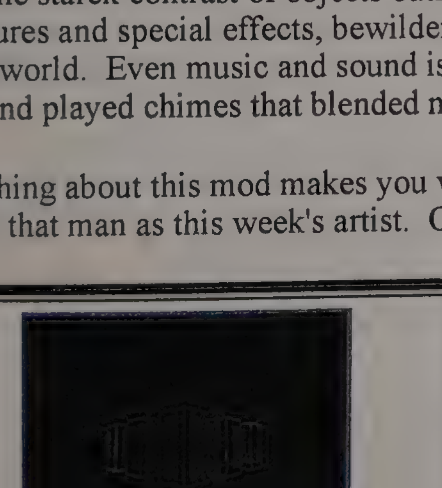
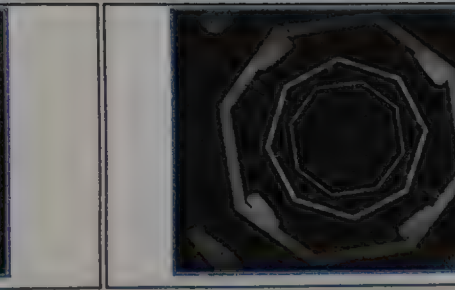


HalfQuake: Amen is, easily, one of the most original modifications for Half-Life I've seen yet. It goes beyond simply killing monsters and solving puzzles by turning *the entire world* against you.

You find yourself lost in darkness; a world of black and white, where even the most ordinary, seemingly harmless things turn out to be fataly harmful. I once described it as "Alice in Wonderland" meets "Hellraiser", and I think that description still stands. The concept, alone, is worth mentioning for it's innovative style, but it's the art that really makes this mod stand out.

From the starck contrast of objects outlined in white and set against a matte black background to the intriguing use of textures and special effects, bewildering art with a dark sense of humor seems to be all around you in this insane neitherworld. Even music and sound is used with a deft touch of brilliance. One part I liked was this corridor that lit up and played chimes that blended musically as you walked through it.

Everything about this mod makes you wonder what kind of mad man could be responsible for it. I decided to feature that man as this week's artist. One look at his work and I'm sure you'll agree with my decision!

		
An in-game shot that could work as art on it's own.	You'd hardly believe this was just part of a game!	A small sample of the creative architecture found *everywhere* in this game.

Now Playing:

New Features:
Artist of the week: Muddasheep
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Now, for some questions...inquiring minds want to know!

Deiru: How old are you and how long have you been doing art for games?

Muddasheep: Well, actually if you take a look at my health, my back, my dark rings beneath my eyes and my white skin you might think that I'm about 50 years old. Though I've just been living on this planet for nearly 19 years now. Halfquake Amen was my first attempt to put drawn things and my own music into a game. I really wanted to do everything on my own. Unfortunately I wasn't able to create new models, so for example Somos didn't come out as I wanted in the end.

Deiru: Who has been the biggest influence in your art?

Muddasheep: As for the music I got influences from everywhere. But in the last three years Marilyn Manson and then Nine Inch Nails became my main influences. And of course Beck, Aphex Twin, Björk, Alanis Morissette, Apocalyptica, Sigur Ros and many other artists. (Manson kept getting worse the last year ...) For my drawings I generally use my own imagination. Most of the time my dreams and nightmares are responsible for my ideas.

Deiru: What was the inspiration behind "Half-Quake: Amen"?

Muddasheep: A few months after the release of Halfquake I had a strange dream, in which I flew in absolute darkness towards three white spots. When I came closer I recognized that the three spots actually were three men staring at me. Then I woke up and drew the first sketch of Halfquake Amen. The next day I had an idea for the introduction room, in which you face white lines surrounded by absolutely nothing. Later I got my inspiration from various roleplaying games ("Sadistic Village"), real life ("Patience"), scenes of books ("Ambience"), paintings, movies and architecture. Winter and deep depressions are also very inspiring.

Deiru: What would you consider being the hardest part about developing HQ: Amen?

Muddasheep: There were a few hard times. For example the clock in Patience and its surroundings. I had to do textures for each of the twenty minutes and about fifty triggers to check the time and replace each face with the next face. I almost lost my mind in the trigger field of the telephone! But I think the hardest parts were Somos and the end credits...

Deiru: What's your favorite part in HQ: Amen?

Muddasheep: I like Ambience a lot because of the mood, the large plains and the sword of sadism. It's hard to tell

9,057

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which part I like most because I really like them all. I've replayed every part about a hundred times, changed lots of details - until I was finally satisfied.

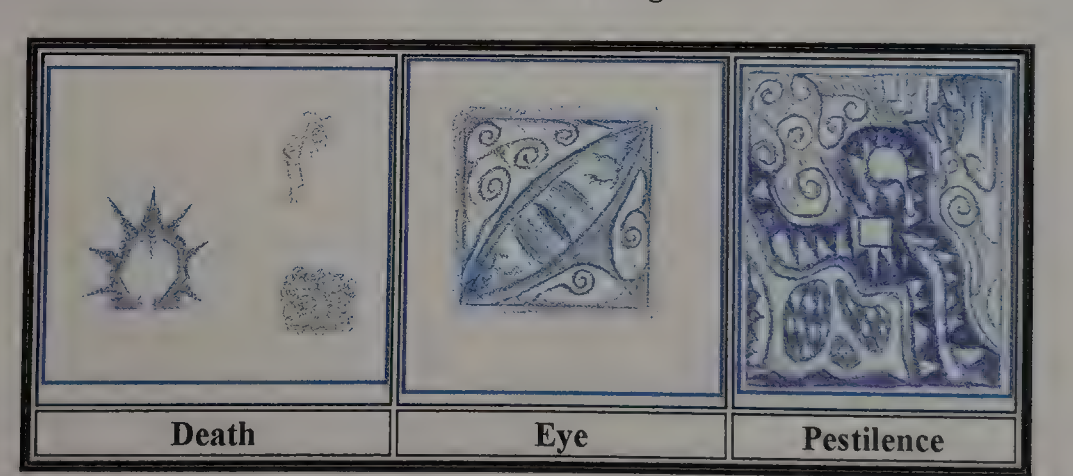
Deiru: How long did it take you to complete HQ: Amen?

Muddasheep: It took me more than a year. At the end I even stayed awake until 2 or 3 am and experienced nightmares of Somos and paranoia when I walked through my flat. It's a little bit ironic I think: I got tortured while making a torturing game.

Deiru: How many other people contributed to developing HQ: Amen?

Muddasheep: I invited many friends to record some voices and to get some help, advices and suggestions. I had various beta testers too who told me when I became too sadistic. But most of the time I did the mod on my own.

- some hand drawings -



Death | **Eye** | **Pestilence**

Deiru: What other artwork/projects have you worked on?

Muddasheep: Before Halfquake I made various maps for Halflife and Counter-Strike. One of my favourite maps is cs_remember. It can be shown on the projects site of the farm.

Deiru: What can you tell us about "Personal Half-Quake"?

Muddasheep: Again it was at night when I suddenly woke up and had the idea for a great online-game: I wanted to create a farm managing system! But it became quite ridiculous so I started to plan Personal Halfquake, in which everyone owns an institution and can kill victims.

Deiru: When can we expect to try out "Personal Half-Quake"?

Muddasheep: In Personal Halfquake you can hire victim catching agencies, build traps of the original Halfquake Amen, buy additional items to get more money or to stun an opponent for one day, or you can simply attack other institutes with lots of dragons to gain more experience points. The goal is to be the best sadist of the universe. It gets released on March 1st.

Deiru: What can you tell us about the HalfQuake comic?

Muddasheep: In the Halfquake Comic I tell the story of a few people who get caught in Halfquake and try to escape. I wanted to update it at least four times a week but at the moment I spend every minute on Personal Halfquake.

Deiru: What made you decide to do a comic?

Muddasheep: I love comics. I've been reading and drawing comics since I was a child. I also read Sinfest at this time so I started my own online comic.

Deiru: If "HalfQuake: Amen" were for real, who would you enjoy sending there to be tortured the most?

Muddasheep: Good question. Maybe my classmates. hehehe.

And now, for a final word from Muddasheep:
I'd like to thank deiru for featuring me this week and all people who supported me in the last few years. Especially auri, blackjack, jazzymike, chappi, niner, spoiler and sven.

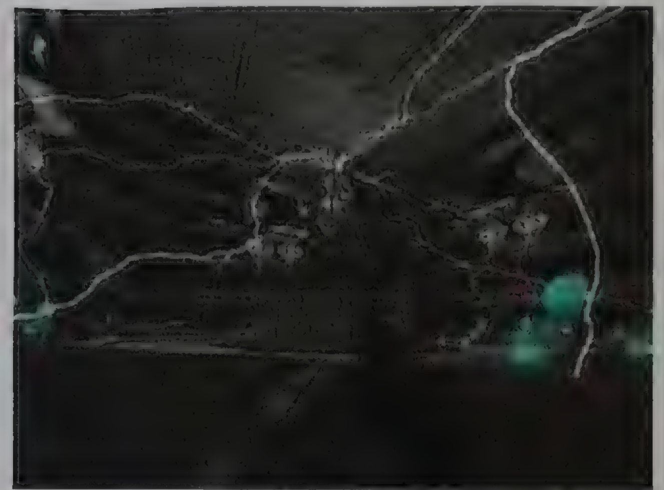
Deiru: No problem! Thanks to you for creating a truly unique gaming experience!

Make sure you visit these sites for more info, the HalfQuake Comic, and the link to download "HalfQuake: Amen"!
HalfQuake.com

The Farm

- concept art -

Intro, based on a dream.	Black outlines on a white background? Hmm...	Mind the steps!


Fun... in its own way...


Dali anyone?

Map Name : HalfQuake: Amen

Map Author : Muddasheep et all

Map Type :

Map Size : Big

of Players: 1

Reviewer : Monqui

Weapon Placement: 7

Enemy Placement : 9

Lighting : 10

Visuals : 10

Overall : 9

Review :

Every once in a while a truly innovative and original game comes out. This is one of those times. The game in question is HalfQuake: Amen. Now- I happened upon the mod by accident and figgured that it was some kind of Half-Life/Quake Fusion attempt- I was wrong- dead wrong (it's infectious- I swear (Play the game- you'll understand)).

A fair warning to the meek or timid- this game (if you want to call it that) truly tests the bounds of sanity and human limits. Now- before you think that I am reading too far into things let me just explain the story (so far as I can tell).

You wake up in a sort of void so to speak. There are things- or rather suggestions of things- and nothing is as it seems. On the floor is a small diary that tells the first part of a rather disturbing tale. By the end of the 'game' the only thing you know for sure is that you were brought into this place to suffer at the hands of another.

Wow. I really can't say that enough about this game. Visually- it is a trip and a half. The stark contrasts' between black and white make everything you need to use stand out- but what you're supposed to do with it may not be entirely clear.

In order to get through this game you really need to set your rational mind aside and think only in abstract clips. The first time through I couldn't help but think how original the puzzles were. There are part physical skill- part combat skill- and part intellectual skill (For real! Puzzles other than find button A to open door B and shoot creature C show up here).

Ahem... Well... as for the actual quality of the maps: construction- its erratic; lighting is sporradic; and the Weapons are sometimes non-existant. But I wouldn't have loved it in any other way.

Final Word :

Man... I don't know what else to say here... I'm sure that the review so far makes absolutely no sence to anyone who hasn't played the game yet... So my advice- GET IT NOW! It will take a while to complete so make sure you have a whole lot of patience (haHA).

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FEATURES

Review: Halfquake Amen
Game: Half-Life
Author: **muddasheep, blackjack, jazzymike**
Homepage:
Reviewed by: **Silver Sorrow** - 10/01/02
File Name: hquake2.zip
File Size: 49.4 mb
Number of Maps: 34 (incl. MP maps)
Download: available from **Files Section**
Score: 3.50 / 5

[**Note**: *I'm not using any custom models this time around. Isn't that just *fascinating*?*]

[**Note**: *The Bug Fix Patch Released. You can download it **here***]



Abstract:
[An excerpt from "***Lift With Your Knees!***"]
Now, you may be asking me -- or not -- Silver, how do I lift and carry a man? Very simple: kick him until he gets up. If he

remains on the ground, he's dead...even if he still has a pulse and is screaming vile obscenities at you: leave him for the buzzards. No straight man, with the possible exception of proctologists, should ever have to touch another man's back porch. And I include professional sports in that statement. If I'm pitching a no-hitter (I can dream, can't I?), it only hinders my already tenuous confidence in my abilities if the burly, avuncular coach walks out to the mound and slaps me on the rear. Furthermore, I never want to hear "Give 'im the high, hard one, sweetcheeks." Granted, I may ponder these things too much, but the alternative is something far more self-destructive, such as body-piercing. I have the requisite amount of holes in my body at the moment, thank you.

The Basics:

New Models/Skins/Etc.: Yes, indeedy.
Gameplay: Ow. Quit it. Ow. Quit it. Ow. Quit it.

Story?

Bored of the idle life upon Mt. Olympus, the demigod Testicles deigned to visit earth to see what the big deal was with sheep. He–

Heh heh... wrong story. Sorry.

Your name is Elmer J. Fudd. You own a mansion and a yacht. You–

Your name is not important. You once had a normal life, but now you're stuck in this place, where everything is pain and sadism. Like Wal-Mart, but without as much emphasis placed on trying to bang the cute Asian chick who works in the Greeting Cards section. She has no sympathy for you, so don't try the "*Excuse me, where is the 'My Puppy Died After A Long Fight With Bone Cancer So I Can't Make It To The Fortune 500 Photoshoot' section?*"... it won't work on her. Miserable, wretched bi–

Onward!

Oh, noooooooooo...



Ah, well. I might as well give it a try. Nothing can ruin my mood...I beat Monkey Kombat the other day! Although I have a feeling I might go Gimpy Gibbon and end up throwing handfuls of crap at the monitor before this is over... but then again maybe not. It's been one of those weird months.

Though I had serious issues with these guys' previous release -- Half-Quake, as if you didn't know -- I didn't really hate it with the heat of a thousand suns. There were a few suicide-inducing areas, but at least it was "different", with some truly remarkable architecture (here I am thinking of that map with the floating spike platforms). So I hated it with the heat of, at least, somewhere around 557 suns.

So I embark upon my new mission with confidence: survive this mod without cheating. This I accomplished, more or less. That is to say, largely.

All right, I only cheated once in this mod: in the first map of the section called "***Ambience***", I found that I only had one crossbow bolt (I thought I had more!),

but there were several Vorts who would come after me and zap the living crap outta me (leaving me completely transparent, natch)... so there was no way of avoiding them. So I gave myself some crossbow bolts in order to read the diary by the portal (because they'd zap me while I was reading).

Okay, okay, okay! So I cheated *twice* in this mod... let go of my arm, damn you! The messing about with Somos (it's near the end, don't worry about it until you get there) left me with about six strands' worth of blissful sanity, and those slowly snapped with every minute I spent in that chamber. God mode.

But beyond those two examples, I actually made my way through the mod more or less as intended. I reloaded QUITE OFTEN, needless to say, and I frequently found myself remarking, somewhat sarcastically, "*Oh, look... there's my own skull... again!*"

But... but... okay, you can call me a masochist, you can call me crazy, you can even call me Loretta...but I actually found myself liking this mod. I mean, I don't see it as mankind's answer to They Hunger, or a combat-filled romp, or even as contemplative as picking goslings apart into little twitching, bleating pieces by a placid lake, but it's good for what it is: an attempt to simultaneously bolster the struggling **F7** replacement key industry, as well as kill the player in various amusing ways. This it accomplishes whole-heartedly.

The environments are conducive to pain... yet they look good: stark black-and-white settings with a dash of green and gray from Vorts (not to mention the red and yellow splatters of blood); cubist architecture in some areas, Dali-inspired nightmares in others... mostly, though, it's a cube-enriched hell, but I kinda like it.

And it isn't done with a straight face, either... the humor behind this project is infectious, leaving one with a wry grin after, say, being gooshed by a giant hammer. If you're into cutting a large square of skin from your back and rolling it into a tube to shout Robin Williams jokes at horrified passerby, then you'll find yourself at home.

You're not expected to hunker down for a shoot-retreat-reload-shoot experience by any means; what combat you do face usually compensated with plenty of crossbow ammo (for the crossbow is one of only two weapons available to you until very, very late in the mod), or the... Sadism Stick, a curious sword-like device that gives you near-unlimited health; it deals with bipeds "*real good*", to quote some illiterate wretch you don't know. No, what you must do in this mod is solve puzzles, survive and... well, survive. Combat is used as something to keep you busy between gib traps, or simply to make you nervous. If you pay attention, if you're patient, if you're willing to do the same action repeatedly until you learn what you need to do, then you probably won't have too much trouble.



However, if you have a life, then this mod may be a tad infuriating. I myself have no life, but even I had to play in installments. In fact, it took me something like three of four days to play all of it, and it wasn't due to the size of the experience. See, I had to recharge my patience reserves and play in bursts. If you have no great stores of blessed patience (like me, under ordinary circumstances), I suggest god mode. Because you *will* end up counting the squiggly red bits on the ground quite often. I managed, but that's because I'm weird.

A detailed example of the sadism involved in this mod:

> At one point, you're expected to wait for 20 minutes -- there's that "***patience***" word again -- in a train station until something happens. The voiceover had encouraged me to go and do something else during the wait, like answering

the phone ("*Hello? Is Mr. Jass there? First name Hugh?*") or drinking coffee (right... like caffeine would help); do something in the station to keep yourself busy, in other words.

I decided on something far more constructive in the real world: this face has never been so blessedly clean and free of "*blemishes*". Now, with my face stinging from gallons of industrial-strength Sea Breeze (TM, etc.), I can wind along my merry path to far more pain than I usually encounter in my daily life, except for those days I have to see my dentist. "*Ooh... you need another crown! And at least six fillings, and... ha ha... and... haa hee hoo haaa... and A CLEANING! BWA-HAHAHAHAHAAAA!!*"

Side Note: under different circumstances, having someone spray high-pressure COLD water under my gumline would constitute a serious violation of the Geneva Convention, but for some reason I actually pay someone to do this.

But pimple maintenance didn't cover the whole time, so I sat back with my Wild Strawberry/Dragonfruit drink (which tastes like grape juice if you drink enough of it), set my little kitchen timer (which I took from the kitchen... what, you think I keep one with me at all times?!?) for 20 minutes, then left the room to watch "*Golden Girls*" until the thing went off. Then I returned to continue my playing.

Detailed Explanation Finished.



In short, you'll find a variety of environments, puzzles, traps, horribly lengthy (yet mostly funny) voiceovers, mutilation of pop music (which I liked), some good soundtrack music here and there (although I could've done without that one screaming song), and generally being squished, squoze, popped, smushed, gooshed, skootched, splatted, splutted, splotted, scorched, scratched, stomped, folded, bent, mutilated, spindled, smeared, zapped, zotted and, most often, gibbed beyond all recognition.

I've seen various reactions to this mod, from "*cool*" to "*stupid*"; I find myself leaning towards "*cool, but with some reservations*". I like the mod for the most part, but I can't see myself loading it up for purposes of pure recreation. It has novelty value, however... and much of the material is hilarious. For example, having to put on a Santa Claus suit in order to chase away certain things that have possessed a Christmas tree (I'm not kidding): the humor is off-the-wall bizarre. If this mod were done in a serious, unflinching manner, I would hate it to the end of my days... but it's pretty funny.

Personal Wish: what I would like to see is this group getting together and crafting a so-called "*traditional*" HL mod. I'm sure it would be a different experience, to say the least.

Summary? Interesting, in a very sick way.

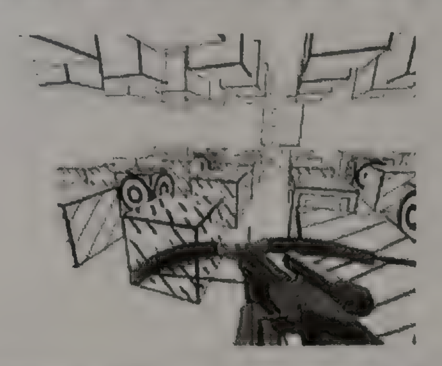
Rating? 3.5 out of 5.

Annoyance Rating: Great... another calculator explodes. Can someone help me find my legs?

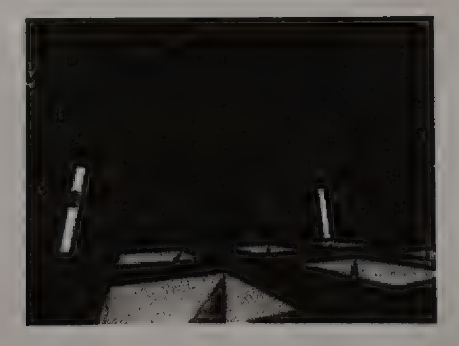
Half-Quake: Amen

Pontosan szeptember 1 jelent meg ez a single-player mod a HL hez, de csak nem rég írtak róla cikket a Ten Four oldalán, ezért is gondoltam, hogy most épp itt az ide e a nagy nyilvánosság elé tárni, hogy mit is nyújt nekünk egy majdnem 50 Mb -os spmod.

Half-Quake: Amen talán az egyik legelvontabb Single-Player MOD amit valaha is láttam, és talán meg is látszik, hogy 50 Mb-ba mit lehet besűríteni. Talán elsőre a pályákra térnék ki... 30 levelen keresztül kell bolyonganunk a nagy semmiben, melynek a neve Halfquake. A háttér történet szerint egyszer csak egy szürreális és szadisztikus világban találjuk magunkat, ez a Halfquake. Ez egy intézmény? A Földön van egyáltalán? Úgy néz ki senki nem aggódik érted. A múlt elmúlt örökké. És csak imádkozol azért, hogy ne legyen túl szadisztikus.



A hangokat dicsérni lehet, mert a custom hangokon kívül nagyon jó zenéket írtak a pályákhoz, csakis annyira jókat, amiket a HL 8 bites hangzása megenged. A pályák egyszerűen kiakasztóak! Teljesen új textúrákkal dolgoztak a szerkesztők muddasheep, blackjack, & jazzymike. A képeken is látszik, hogy a pályák egyserűsége már már unalmas lenne, de épp ez a lényeg, hogy sokat sejtetnek a mapok, csak egy rossz gombnyomás, és már halott is vagy! Tehát használni kell a gyors mentés gombot elég sűrűn. A fegyverarzenálunk egy nyílpuskából és egy kardból áll, melyekkel szörnyeket kell leöldöznünk, miközben megpróbálunk kiigazodni olyan mapokon, amelyek egy kissé szokatlanok lehetnek jó pár embernek. De ugyan akkor nagyon bosszantó vége lehet a játéknak, mivel a textúrák árulkodnak, hogy melyik gombot kell megnyomnod, és utána megint csak textúrák, és megint egy gomb és így tovább...



Például lássuk ezt a képet. Ezen a falon az összes textúra egy gomb, és meg kell találnunk kettőt, mielőtt meghalnánk. Ez nagyon vicces, de utána jön az ami igazán kiüt. A level neve patience magyarul várakozás. És csak annyit kell tenned, hogy 20 percig várnod kell!



Összegezve a MOD egy kissé dúrvára sikeredett, és mit lehetne mondani nem a legizgalmasabb sp ként fogják emlegetni. Sőt talán a 30 level elég gáz! Kissé eltúlozták, ilyen mapokból elég lenne maximum 6 is nem hogy 30. Aki jót akar az töltse le nézze meg aztán alkosson véleményt, az biztos egy egyedül álló MOD ról van szó! A végig játszás természetesen benne van a ZIP ben. Nem is csoda, egy ilyen MOD ot elég nehéz végig vinni segítség nélkül.
fordította:[GeRgO]

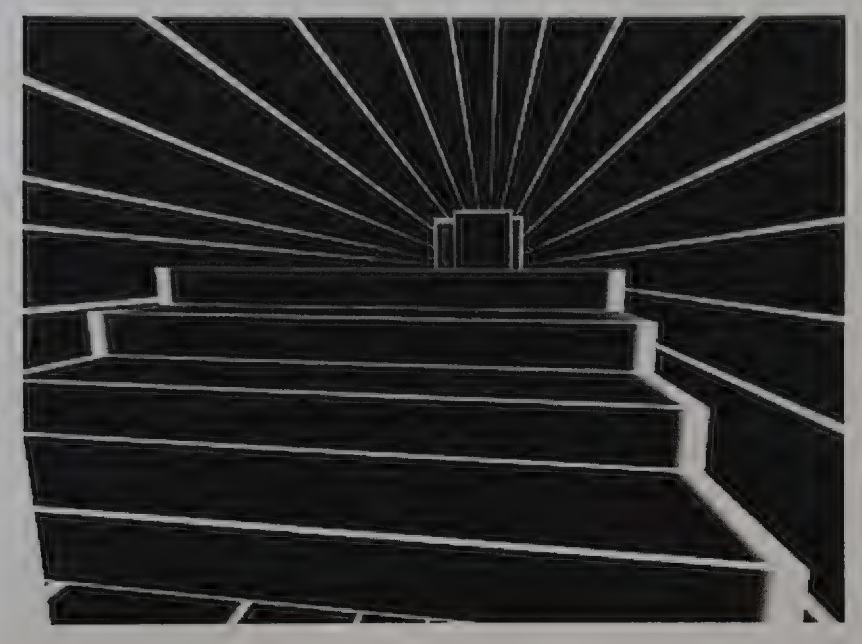
Date: 2002-11-14 15:21:45 Author: The Doc, Halflife.org

Half Quake: Amen

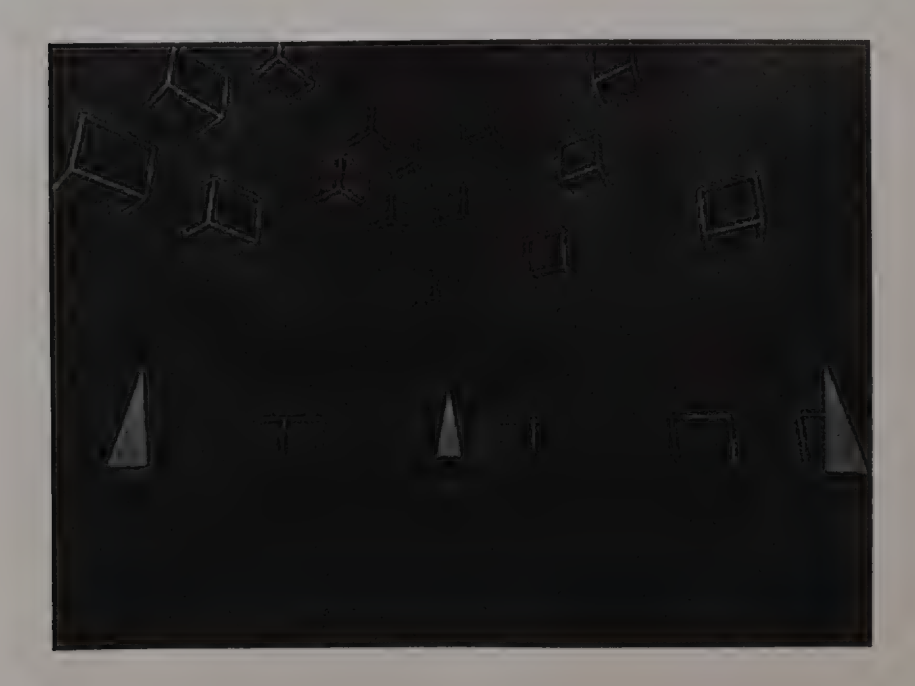
Warning: We do not recommend you play this mod if you get motion sick easily, are squeamish, do not like foreign accents, if you don't like cuss words pronounced by people with foreign accents, if you are easily frustrated, if you are pregnant, have back or neck problems, or have a pace maker. Well I guess you could but remember we warned you.

GamePlay

Half-Quake: Amen is more of a puzzle based mod then really a first person shooter. There are numerous stages each one with its own objective, some of which are impossible to figure out without the aid of a **players guide**, and others, which are as easy as simply light up all the smiley faces. Every so often you will come across a crossbow in which you will have to kill a few oddly colored alien slaves, but other than that, this mod challenges your mind more than your playing skill. The F6 key will become your best friend in this mod (f6 is auto save).

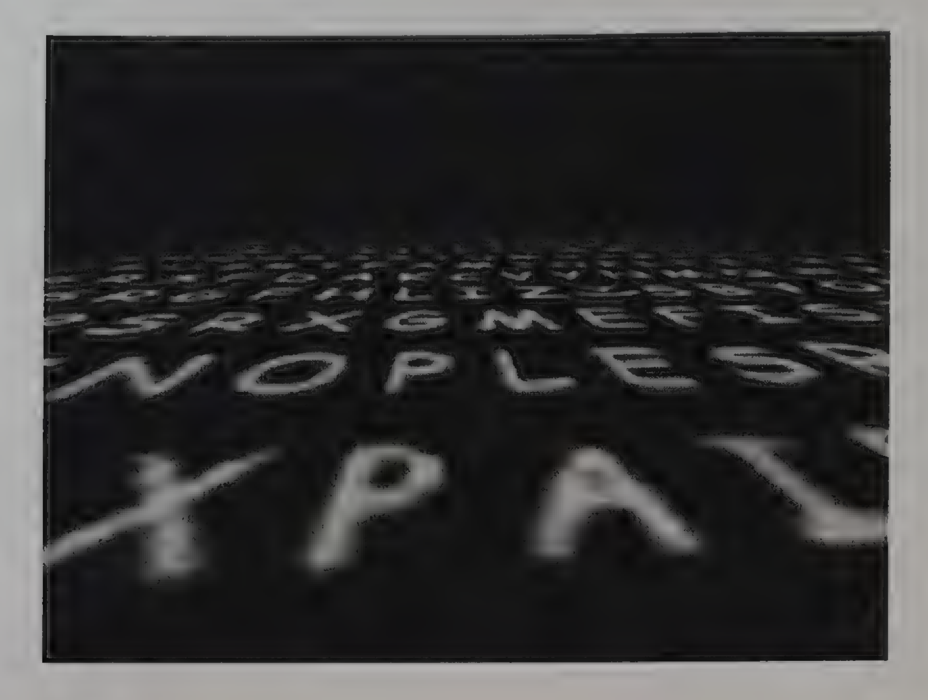


You are pretty much guaranteed to die at least once in every section (or in my case, around 20 times in each section). If you are easily frustrated, this mod is really not for you. Even if you don't get frustrated easily, this mod is guaranteed to bring out the worst in all of us. One section called "Patience" requires you to wait around for 20 minutes. Therefore it requires approximately 20 minutes of patience. I got a cup of coffee, walked the dog, made a sandwich, went to the bathroom, and then came back and waited for the last 5 minutes. If you don't think 20 minutes is a long time, try waiting 20 minutes starting now. GO!



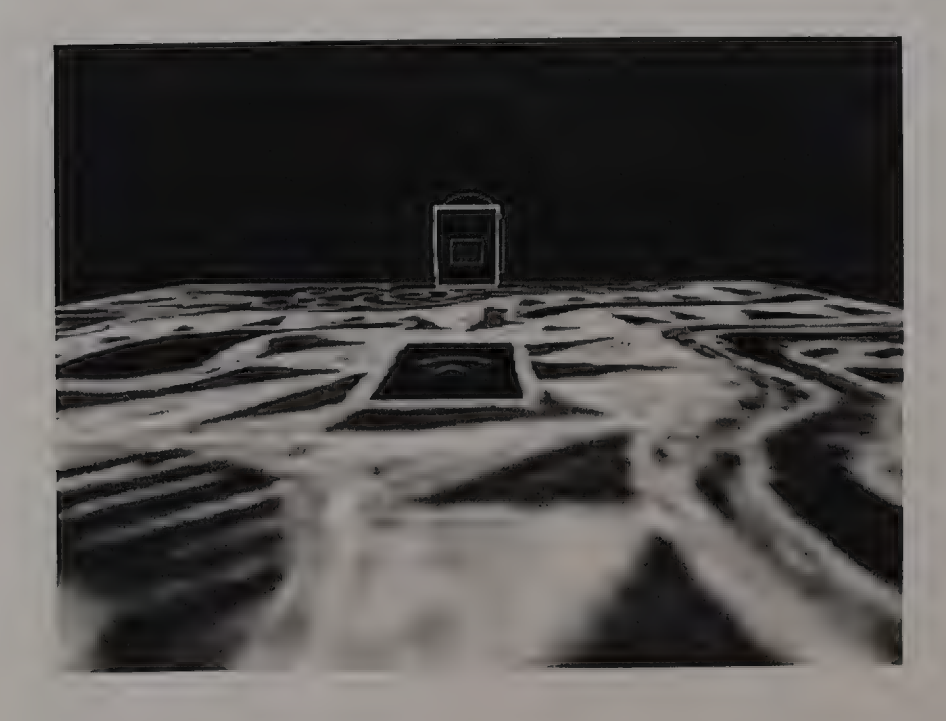
Graphics

Since Half-Quake: Amen is supposed to take place on a world without light, the only color scheme in the game is various shades of black and white. At first this wire frame – like graphics may be a turn off, but on the other hand this allows them to pull off better niftier special effects throughout the mod. Some of these effects include lots of spinning objects and nifty spirals which can cause you to become motion sick if you are easily influenced. I would say you can just close your eyes to avoid it but chances are if you closed your eyes you would die and have to start over again. The effects are pretty neat however, and it's worth playing through just to see some of them.



Sounds

One of the best features of the mod is the voice acting. If you don't mind the accent then some of the jokes are pretty funny. In some stages you are given verbal instructions on what to do. If you don't have sound don't worry it is possible to figure it out on your own or just to read the players guide for detailed instructions. Other than that, there isn't really much to the role of sound. I would like to share a funny story that happened to me when I first started playing. Someone had put a "Pure Moods" CD in my drive without me knowing. Because Half-Life starts to play whatever CD you have in your drive when you start a game, whenever I would play, the song Return to Innocence by Enya would always accompany it. I found it kind of an odd music choice to put with a mod regarded as sadistic but for some reason it just seemed to fit perfectly with the gameplay. I then later found the CD and realized it wasn't the mod at all but instead my computer. Not much relevance to the review, but if you happen to have that CD try playing the mod with it in and see if you can see how the music just seems to flow with the gameplay.



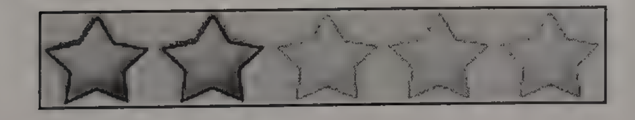
Lasting Appeal

As with all single player mods, there isn't much to do once you have beaten it. But on your way to finish it you will waste hours and hours of time trying to figure out what to do, dying and doing it over again, and waiting 20 minutes during the patience section. By time you finish this mod you will be glad it is over and you won't want to play it again. It is safe to say, that this mod makes time seem longer than it actually is, so if you are worried about it being to short (and man I think you are crazy for wanting more), don't be.

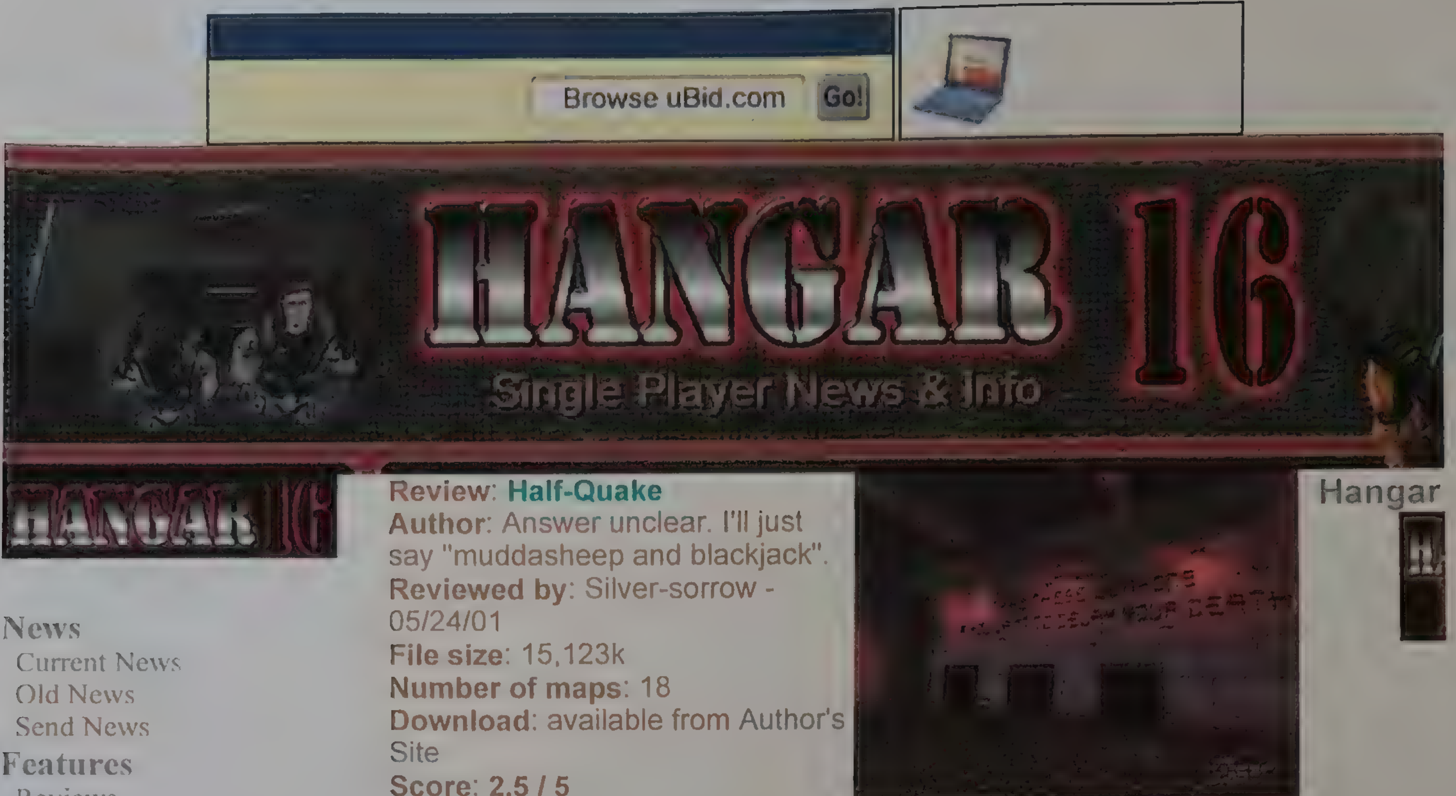


Over All Score

I don't know quite what to say about it. It's a one of a kind idea, but is it really a good one? The painful color scheme and moving environments gave me headaches and made me queasy. On the up side I was impressed by some of the special effects. But really I only played through the mod to get to more special effects and listen to the funny voice acting. I give this mod a 2/5 and lucky to receive that. I just don't want hate mail again like after the DPB incident.



Get it here



Review: **Half-Quake**
Author: Answer unclear. I'll just say "muddasheep and blackjack".
Reviewed by: Silver-sorrow - 05/24/01
File size: 15,123k
Number of maps: 18
Download: available from Author's Site
Score: **2.5 / 5**

Brought to you by the Magic 8-Ball™, which reminds you authors out there that reviewers like TRADITIONAL readme files so they know exactly whom to blame for their crappy day. Thank you.

NOTE: The weapon models you see depicted in the screenshots are part of this add-on. I don't see any blazing differences between the replaced models and the standard models, besides the addition of a goofy-ass smiley-thing plastered on them. Whatever floats your boat, I guess.

Note #2: I know, I know: this review is convoluted and a little confusing. But it stays as it is, because I'm not rewriting the damn thing a fifth time!

Abstract:
Have you ever ruined someone else's drug story? Picture it: my junior year of high school. I'm in Art class (drawing skulls and blood, no less), and I happen to be sitting by a friend and some burnout. The burnout's telling my friend a story about some party where this guy had a jar full of acid (the nasty stuff that changes your brain, not the nasty stuff that melts your skin for real); the guy had pulled out a hair, dipped it in the acid and gave it to someone. Repeat until everyone around him has an acid hair. So the burnout's really getting into the story...that's when I observe, matter-of-factly, that it sounds a bit weird.
"What?" the burnout asks, startled.

"Yeah," I explained, "I mean, if it was me, I'd insist on using my own hair. What if the guy didn't take a shower or something? All this greasy, nasty, matted hair..."
"Man, you just ruined my story!" the burnout griped.

Such was high school.

The Basics:
Lighting: Well, I could see my surroundings.

Architecture: Weird.
Textures: Whatever.
R_speeds: Okay.
New Models/Skins/Etc.: Yes...it's supposed to be a mod, see.
Gameplay: First Impression: Like being forced into performing questionable sexual acts upon some 93 year-old one-eyed wino covered in open, weeping sores in a pit of centipedes. Then someone dumps a bunch of slugs and spiders all over you.
Second Impression: Not as bad, but definitely not pleasant.

Story? Um...you're in some sort of prison-like facility-type place because you might or might not have done something or other in your past. Something like that. And who says ambiguity is lost on the youth of the world? C'mon, everybody! Say it with me! "I'm ambiguous and I refuse to clarify myself!" Then I'll buy you all a 7-Up and more or less keep you company. (If you don't remember that Coke commercial, don't worry about it; it won't be on the test.)

Onward!
Jesus Krishna Mohammed...are you happy now?? ARE YOU HAPPY NOW??? I am a shell of a man because of these maps! If it weren't for my huge collection of Ming-Na Wen and Joan Chen-related erotic poetry and haikus*, I would surely consider my life to be over! If it weren't for the 163-page love letter I have to write to Tamlyn Tomita every single day, I would have no focus...my God, Kelly Hu and Cristy Thom would have to go through life with the knowledge that I am no longer there to stalk them! Karen Maruyama's breasts would



ache with the pain of knowing I am not there to reach things on high shelves for her! (lessee here...white actresses. Need to mention a white actress in here somewhere so I don't look like some sort of freak...um...**) Why, Laura San Giacomo would shed copious tears at my demise! It is for these women and their happiness that I remain on this third-rate mudball in the armpit of the Milky Way (all astronomers with corrections will please keep their pie holes shut). I am broken, depressed, despairing...but I live.
[* "Ming-na stands with whip/my thighs they bleed with delight/glue me to the goat."]
[** Too late.]

I honestly didn't know what to make of this mod. Initially, I hated it; it just seemed too sadistic and cruel to warrant any fond memories on my part. But then I got to thinking: what if that was the authors' intent? What if they WANTED me to hate them and everything they stand for? Was I supposed to get some sort of thrill from taking massive damage and reloading often? If that was their intent, then I say bravo! They excelled admirably in that respect!

So strapping on my masochism belt yet again -- it pinches, but that's the point; sometimes it cuts off my circula

*
*
*

Where was I? Oh, yeah, Half-Quake. In my first playthrough, I might have been pressed to say that I hated every single second of this experience. If I were to be more specific, I would count that in nanoseconds, maybe even tachyons, checking the clock to make sure it wasn't running backwards as I was hating this mod, the authors, myself, and everyone else on the whole of the earth. If my

hatred of humanity for producing this work (indirectly in most cases) could be measured in geological terms, I would best be compared to Mount St. Helens right before she took out Washington state. I am THIS CLOSE to becoming a serious threat to society at large, and the blame falls squarely upon these maps.



Every time I turned a corner, every time I saw a Vort (EVERYWHERE!!), every time I saw another button, I blurted out "Christ, what now?? When will this END???" This is mild, compared to what I was saying near the end. Sailors couldn't dredge up enough courage to utter such deprecatory phrases, couched in the vilest of tones. By the time I got to the spinning axe thing, I had ground my teeth so badly that I was taking Tylenol in fours (literally). They found me the next morning, tossing puppies into a meat grinder and quoting from the book of Exodus. And not the interesting parts, either.

And that ending. Sheesh.

And I had sunk so low in bitter despair that my conclusion was the following: "All of the beta testers should be shot. The authors should be flayed alive, dragged through a pit of stinging, biting insects, and left to rot in the sun. Until then, I'll be over here crushing baby squirrels with a mallet."

But keep in mind that I was having a really bad day when I first played this pack (and the second time I played through, it was another bad day, oddly enough), so that may have colored my experience somewhat. On my second go-round, I actually came to appreciate some of the features. The maps were done well, with no errors that I could recall. The Grunt fight was...almost overwhelming, but the models looked interesting. Figuring how to minimize the amount of damage you take is maddening, and will require multiple reloads.

In essence, this pack may be a lot better than my poor addled senses will let me admit. Or, it may be worse. It's up to you, really. It may be that I was completely unprepared for something so different that I freaked a little. Whatever.

RANDOM GAMEPLAY NOTES:



Here's a hint: in the maps "Jump and Run" and "Jump and Run 2" -- you know, when you're inflicted with a third-person view -- quicksaving and then reloading will put you back in first-person. Should you choose to do this, you'll have to do quicksave and reload in every subsequent room, as it resets to third-person before every obstacle.

The only parallel between this release and Quake -- that I can see -- is the use of the giant spike wall on tracks. Oh, and the bloody spikes sticking out of things. So it bears very little resemblance to Quake -- to Half-Life, even. So I'd call this "Quarter-Life" or even "No-Life".

As bad as my comments make it appear, this mod actually provided

me with something altogether new: it got me so down that I actually went outside for a little while. Nothing to listen to but the distant highway and my wind chimes (minus one chime, due to the damned winds around here). Just me and the shade, avoiding the bright, life-giving, skin-crisping, garish sun. I even walked around in the sun a couple of times, giving me a chance to soak up some needed vitamins. And a few gamma rays, if the environmental whackbags have anything to say about it.*** So this mod has provided you, the gamer, with a means of acquiring Vitamin C: driving you outdoors, sometimes with a wild, blood-curdling laugh bursting from your throat. In that case, I have to extend a hearty "well done!" to the authors for getting me out of the house, for once.
[*** What do you call an environmentalist being forced into a meat grinder? A good start.]

Summary? This review is the result of two playthroughs and it's the fourth draft of the toughest review I've ever had to write; I was too overcome by this mod to take screenshots the first time. So I figured I would play it again when I didn't have a severe sinus headache, and see if it was any better. Not by much; as it is, it's merely completely unbearable the second time around. If I were to go off my nut and play through seventeen more times, I imagine the total effect would be one of "minor discontent". Further outings would upgrade that feeling to "somewhat fond of", but by my calculations that would require a staggering 7,000 replays. I don't have that kind of time; I have a sock drawer to sort, and those picture frames aren't going to straighten themselves, you know.

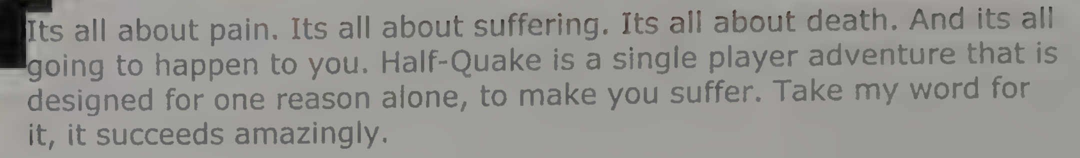


If you like this mod, then that is your preference. I didn't care for it too much, but obviously some people liked it. But it isn't the worst of mods -- not even close! It actually had some good points (the low-grav jump onto a bunch of rotating spiked platforms was great, visually), and it's an interesting idea. Even the menu interface is well done. I can say that it isn't as bad as I've dramatized, and you may just get some sort of enjoyment out of it.

Rating? 2.5 out of 5.

Annoyance Rating: Never you mind!





Half-Quake Review

Written by - Nebula

Its all about pain. Its all about suffering. Its all about death. And its all going to happen to you. Half-Quake is a single player adventure that is designed for one reason alone, to make you suffer. Take my word for it, it succeeds amazingly.

As the story goes, you've become a prisoner in a complex known as Half-Quake. The entire place is designed for one reason, to make you die with as much pain as possible. Giant traps, hordes of enemies and minimal defense capabilities await those unfortunate enough to enter. And then comes the pain. This mod can do something no other mod can, it can make the player feel physical pain as they run through this utterly pointless and incredibly frustrating length of incredible stupidity.

Gameplay:

When I first entered Half-Quake, I realised what I was in for. The very first room you enter is filled with water until you start to run out of air, at which time the water drains out. The creators label the adventure as 'sadistic'. I label it 'soporific'. I'm not afraid to admit, after half an hour of quick-saving and quick-loading, I just enabled god mode to see the ending. The amount of deaths you die will honestly far outweight any amount of monster kills you rack up. You are given minimal weaponry, and even less ammo to use it with, so its no suprise you spend most of this mod attempting to beat monsters to death before they have a chance to attack. Some sections of the game you aren't even supplied with a crowbar, so if you run out of ammo too soon, you simply have to run and try to avoid the lightning charged slaves.

Traps and unexpected deaths are a focal point of Half-Quake. One moment you could be walking along a corridor, the next, three alien slaves have materialised around you and the floor beneath you just caves in. And this happens for no apparent reason other than the fact that the creators want you to die. If anyone can complete this mod without slipping into god mode or low gravity at least once, they deserve a medal. Anyone who can figure out how to get out of a room filled with about twenty tripod turrets and a few roof ones need to call me immediately, please! There were a few interesting sections of the mod where you played it like a platform game, which I found sort of fun, but again some of these are ruined by being filled with turrets that in 3rd person view you can't really aim at before the kill you.

The mod's only redeeming feature appears to be the two German

scientists who host you, and often laugh at your attempts to escape and crack numerous jokes at the end of the episode.

Mappers
- Darkslayer Design
- Hellfrog's Realm
- Wexal's Heap

Affiliates
- The Armoury Network
- Challenge AU
- CS Center
- CS Central
- Deja-Review
- Existence
- Frontline Force
- Fragoff
- Games-Fusion
- Half-Life Center
- ModRealm
- Nato Clan
- Netwerkin
- Q3 Center
- The Game Biz
- Threeboy's CS
- Wasteland HL

Visuals:

Nothing new or incredibly special here. Some maps look well done (the final portal realm, for instance), however most maps are simply done in a "big rusty spikes" motif. The original Half-Life skins have been slightly edited so the weapons include the Half-Quake symbol, but no new models or weapons themselves.

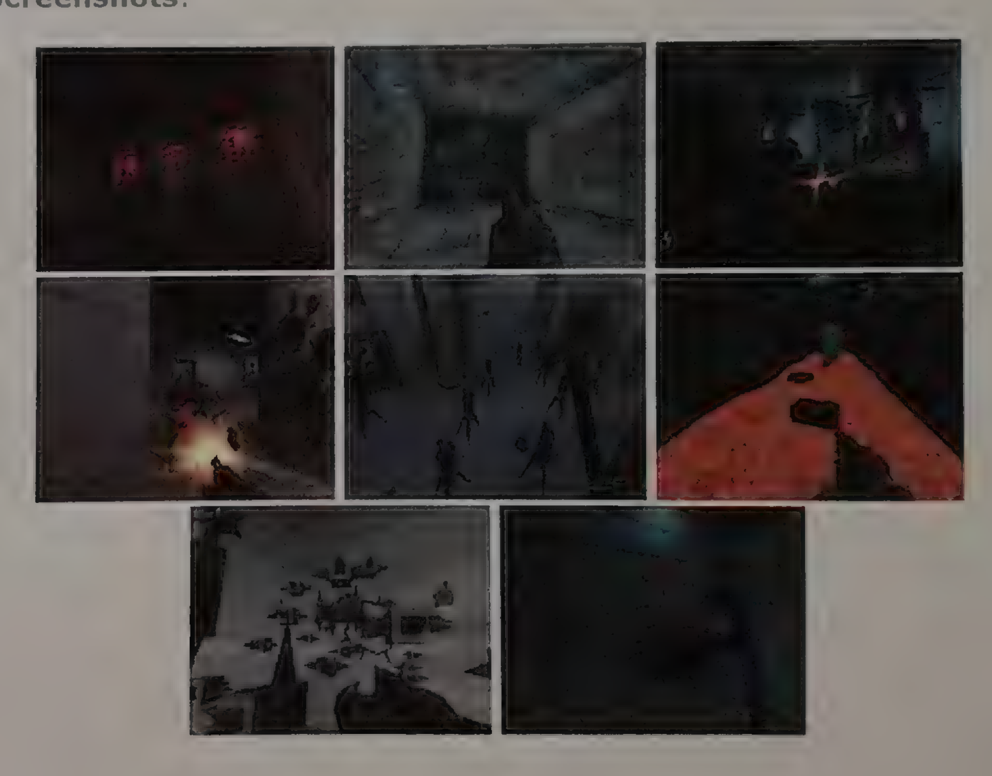
Conclusion:

A venture in futility. I can't see any way to complete the mod without cheating, and even then the ending isn't worth it (unless you like amusing Germans). Guaranteed 'Wow, I *never* expected that "unexpected" trap' gameplay, that will have you bored in minutes.

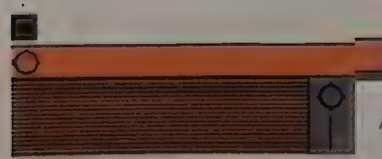
Gameplay = 23%
Visuals = 41%
Atmosphere = 21%

Overall = 28%

Screenshots:



- Half-Quake site (Honestly, you don't want to)
- **Return to the BackBurner**



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07.08.2002

CM NEWS CS Condition Zero Trailer+++ +++HL-Won.net

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Halfquake

Geschrieben von Neox, am 12.05.2002

Hmm... Was issn Halfquake?
Tia, das ist eine Einrichtung wo alle bösen Leute hinkommen und bestraft werden. Warum? Na um zu sterben! Das tut ihr auch an jeder Ecke - zumindest wenn Ihr Quicksave und Quickload nicht nutzt...

OK, aber warum bin ich hier? Naja, du hast einen Fehler in der Vergangenheit begangen und deshalb wirst du jetzt ordentlich gequält.

Also kämpfst du dich durch 4 Abschnitte und ein Finales Ende, wobei du hauptsächlich gegen Slaves(die Blitzviecher) und die Facehacker(die Fette-Spinnen-Viecher) antrittst. Die vielen Rätseleinlagen machen die Mod bestimmt doppelt so lange, wie man sie sonst durch hätte. Trotzdem lohnt es sich ein bisschen Strafe zu ertragen, denn durch die JumpnRun Szenen wird das Spiel doch gleich viel spannender....

Also:

-neuer Gegner
-insgesammt 5 Abschnitte
-5 Multiplayermaps
-außerdem noch Singelplayermaps im Multiplayer
-neue Texturen

In diesem Sinne... (<

PS: Wenn Ihr Fragen habt, guckt euch einfach das Training an!

Name: Halfquake TEST

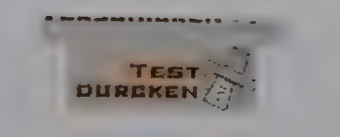
Umfrage
Freust du dich auf die Unreal-Engine (Editor)?
Ja, werde gleich loslegen
Naja, ich gucks mir mal an
Nein, bleibe bei meinem Game
Was füm Zeug?
Ergebnis VOTE

Server
max. Player 12
Game CS
62.4.74.15:5730
pw:cstrike

Besucher
im Moment 1
im Forum 1
mehr

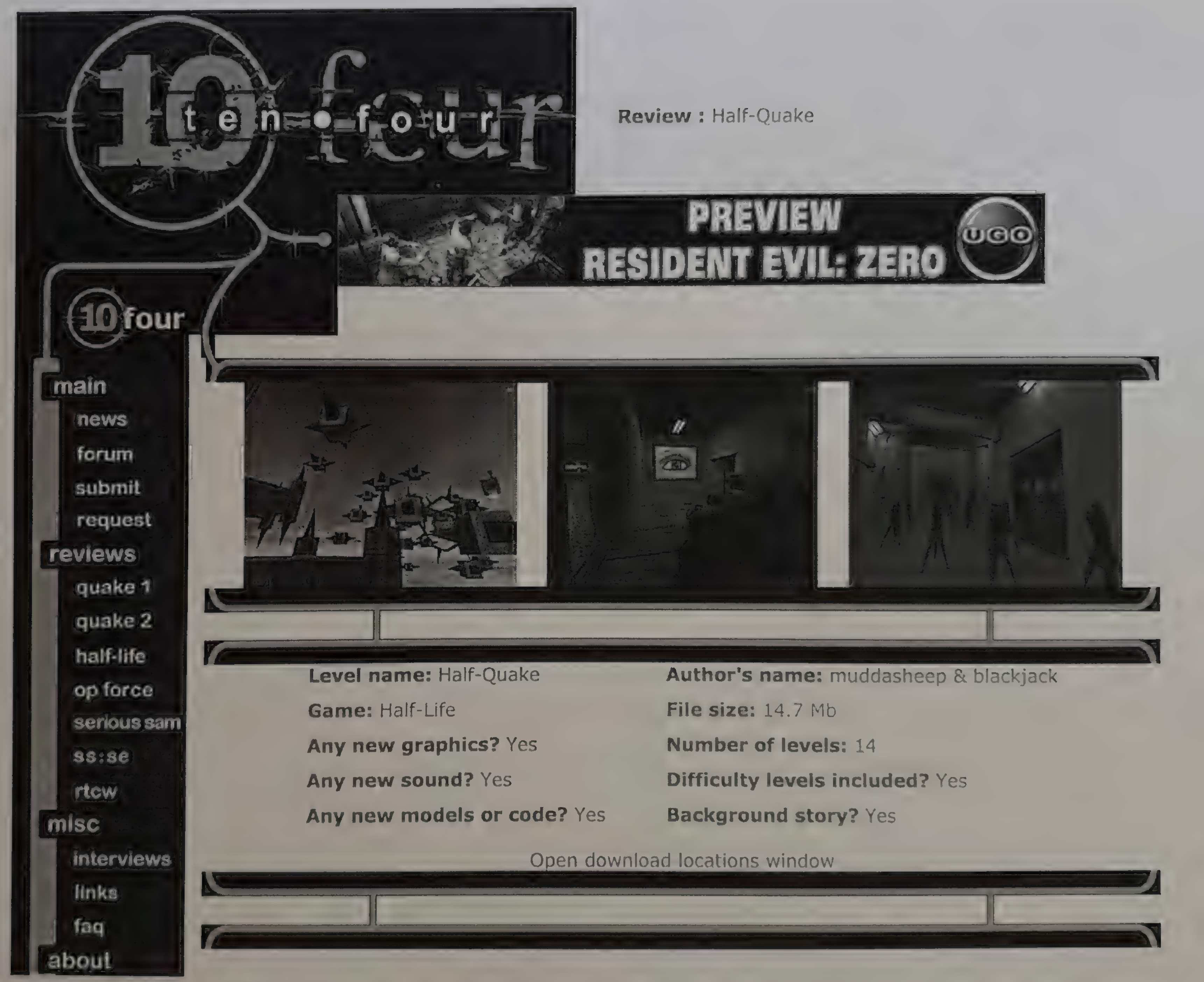
Partner
planetmods.de
Webgamez.de

Art:	all
Homepage:	http://farm.strikenet.at/
Version:	1.0
Wertung:	7(von 10)
Userwertung:	10(von 10 |1 Stimmen) [bew.]
Fazit:	Tödliches Singleplaermod!
Downloadlinks:	• http://download.filefront.com/pu...[15.1 MB] • http://www.multiplayer.it/files/...[15.1 MB]



© by Countermay-Team

ZURÜCK TOP



Review : Half-Quake

Level name: Half-Quake

Game: Half-Life

Any new graphics? Yes

Any new sound? Yes

Any new models or code? Yes

Author's name: muddasheep & blackjack

File size: 14.7 Mb

Number of levels: 14

Difficulty levels included? Yes

Background story? Yes

Open download locations window

[**Reviewed by:** Unquenque] - [**Date:** Tuesday, 8th May, 2001]





Half-Quake, a new pack by Austrian authors muddasheep and blackjack, is, for lack of a better word, unique. The premise is that you've been sent to an 'institution' to be punished for past mistakes. Indeed, many of the tasks you must perform to survive *Half-Quake* are sadistic, others are just plain frustrating. But overall it's a fair episode that is maybe worth grabbing if you are longing for more single player Half-Life.

Why exactly is it called *Half-Quake*? Well, it is composed primarily of indoor, dungeon-type areas that have 'earthy' textures (as opposed to HL's lab/tech environments). So it is fair to say that much of it visually resembles the Quake games. But with no new monsters or weapons, the link to Quake is a stretch at best.

Your objective here is basically to survive the trials of the institution. There are a bunch of puzzles along the way - unfortunately, most of them are of the push-the-button-that-opens-an-unseen-door variety. Tedium incarnate. Combine that with a couple of instant death traps without warning and it feels like we've taken a huge step backward in puzzle design. I must say, however, that there are flashes of real cleverness in a few parts in *Half-Quake*, one of the reasons this map was upgraded to 'fair' in my book.

The maps overall are pretty well designed, with only a couple of areas sporting high r_speeds. Though the progression is fairly linear, the levels are planned out well and you'll find yourself in familiar areas now and then - well, at least they may **look** familiar >). But for me there is one thing really lacking here: combat. Your main enemies are merely headcrabs and slaves, with only a handful of grunts and turrets thrown in. And you only get to play with about 4 or 5 total weapons throughout this sizable pack. In several sections you are relegated to crowbar bashing - to make things worse, I found the ammo to be very limited in a lot of sections, so make sure your crowbar skills are polished.

That's not to say that *Half-Quake* is not challenging. The mappers certainly keep you on your toes with teleporting slaves, and be wary when revisiting areas you've already passed. But most of the challenge comes in the form of jumping puzzles. Keep your hand on that quicksave button and you may do just fine; I found these parts to be thoroughly annoying, and I'm one of 'those people' who didn't really mind the Xen areas in the original Half-Life!

The verdict? Solidly mediocre. *Half-Quake* has decent design, an interesting setting, pretty good new sounds and music, and the oddest-looking final 'boss' I can remember, but most of the gameplay is just tedious jumping, crowbar-whacking, and button-finding. Not bad, but not really recommended.

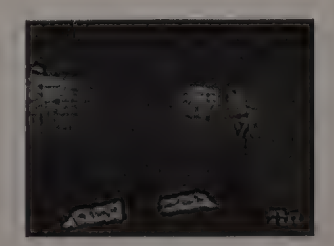
"Problem Solved!"- SNL's Nick, the Computer Guy

Yeh... I fixed my game problem 😄!!! HL, Q3, DS, and Unreal engines, as well as other games, all run now w/ absolutely no locking or blipping. None. How is this possible? Fuckin AGP-4x and shit, yo 😮.

I just changed my BIOS' AGP Mode from 4x to 2x (or, disabled 4x)... cause Snake and I's NorthBridge chipsets don't support 4x well at all. I had actually thought bout this before, but since it never posed a problem on my GF2 GTS, and enabling it, VIA 4X, and FastWrites w/ NVMax never did either, I hadn't thought of it. But I figured that it couldn't be a problem w/ my only-19-month-old mobo, and I knew games worked w/ Snake's ViperII... so the mobo wasn't the problem. So yeh... I kinda wasted $324 on a GF4 Ti4600 and $40 on new RAM (though the best video card available in the entire world isn't exactly a "waste" to have 😜)... and I won't even bother to tell u all the other things I tried to get my games to work unsuccessfully.

So anyway, I'm back on the gaming scene. No more lockups @ Surges, and I can play any game in existence. This couldn't've happened at a better time, either, since I just got my new 80GB HDD for unlimited game space 😎.

To initiate my gaming, I finished (almost) up an HL MOD I got off of the latest PCG disc called Half-Quake. It takes you through an insane asylum, and has some really int elements I've never seen in HL before. The menu screen text is all changed, so u have to basically guess as to what does what. "Die on..." is load game, "downstairs" is resume game, "internal error" is ok, and I forget the rest. There's things like having to crowbar through 20 pieces of glass, maps where gunshots and creature sounds echo (making it quite scary if you've ever played a marines game like Opposing Force), and jumping through portals leading you to your seemingly imminent death. But above all was a level that made you the camera, onlooking a Barney guard (you) at a distance (modified 3rd person). You can still turn, move and jump... but you're far away... it's really int.



Problem is, if u save during this level and reload, u're back to 1st person view until u leave a room 😕. Well, out...

2:51AM 7-3-2002 **Loogie**



Spy Games

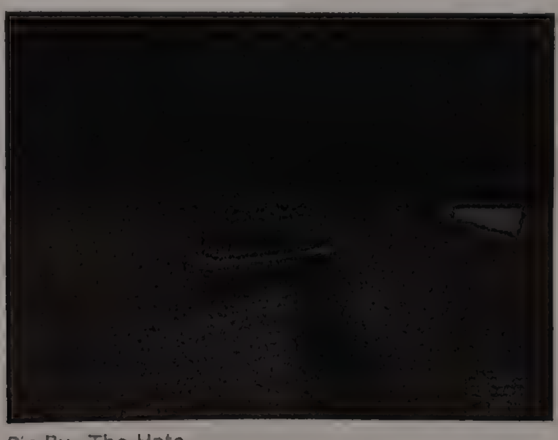
Welcome to HQ | About Page | Straight from Intel. | New orders. | Spy Games | From Recon to you. | Tell us. | Enemy secrets...know thy enemy. | Weapons Hold. | The Hall of Heros | Sign up for the draft.

Mod for this month--- Half-Quake...scoring..15-10! Hall Of Fame

There....new ones.

Half-Life Mod reviewed this month?-Half-Quake

Half-Quake
This months mod reveiw is on a little mod known as Half-Quake. Now from the name you probably expect it to be a remake of Quake with the HL engine... you are wrong. Horribly wrong, it is the most sadistic, mind numbing game you will ever play. I loved it, tons of people got stuck on it and such. It took me about four hours on my first try. The puzzles were genius and the story was awsome and for some (like me) you will know where the idea came from (Cube). The graphics and such are normal if now a tiny bit above. There is no change in weapons but that won't change the game play value. All in all this mod gets, 15 out of 10! Another hall of famer!



Pic By=The Hate



Trova: Ordina per: Data Cerca ora!

Ricerca Avanzata

Half-Quake

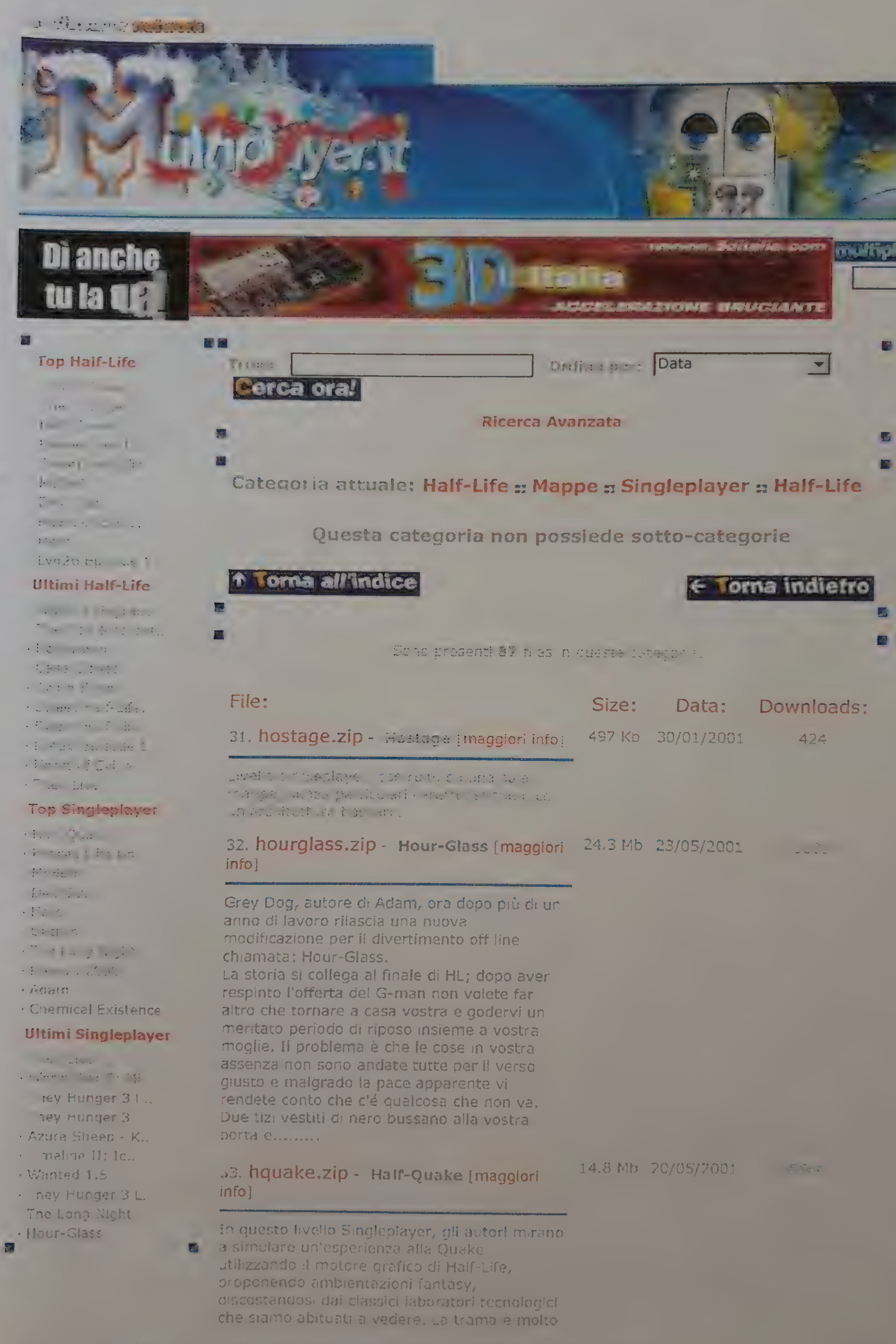
Half-Life » Mappe » Singleplayer » Half-Life

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WarCraft III

GAMES.DVD.IT
54.99 Euro

Nome File	hquake.zip
Gioco di riferimento	Half-Life
N° Download	15983
Data	20/05/2001
Dimensione	14.77 MB (15485698 bytes)
Descrizione	In questo livello Singleplayer, gli autori mirano a simulare un'esperienza alla Qua utilizzando il motore grafico di Half-Life, proponendo ambientazioni fantasy, discostandosi dai classici laboratori tecnol che siamo abituati a vedere. La trama è r semplice: dovrete sopravvivere alla prova della setta "half-quake", superando divers enigmi che troverete durante il vostro percorso.
Sviluppatore	muddasheep & blackjack
Screenshots	 
Downloads collegati	Mostra altri file collegati a "Half-Life" / S other "Half-Life" related files



Top Half-Life

Lvl 20 ...

Ultimi Half-Life

Top Singleplayer

· Adam
· Chemical Existence

Ultimi Singleplayer

· ...ey Hunger 3 I..
· ...hey Hunger 3
· Azure Sheep - K..
· ...maline II: Ic..
· Wanted 1.5
· ...ney Hunger 3 L.
· The Long Night
· Hour-Glass

Trova: [ ] Ordina per: Data

Cerca ora!

Ricerca Avanzata

Categoria attuale: Half-Life :: Mappe :: Singleplayer :: Half-Life

Questa categoria non possiede sotto-categorie

↑ Torna all'indice ← Torna indietro

Sono presenti 87 files in questa categoria.

File:	Size:	Data:	Downloads:
31. hostage.zip - Hostage [maggiori info]	497 Kb	30/01/2001	424
32. hourglass.zip - Hour-Glass [maggiori info]	24.3 Mb	23/05/2001	[illegible]
33. hquake.zip - Half-Quake [maggiori info]	14.8 Mb	20/05/2001	[illegible]

Grey Dog, autore di Adam, ora dopo più di un anno di lavoro rilascia una nuova modificazione per il divertimento off line chiamata: Hour-Glass.
La storia si collega al finale di HL; dopo aver respinto l'offerta del G-man non volete far altro che tornare a casa vostra e godervi un meritato periodo di riposo insieme a vostra moglie. Il problema è che le cose in vostra assenza non sono andate tutte per il verso giusto e malgrado la pace apparente vi rendete conto che c'é qualcosa che non va. Due tizi vestiti di nero bussano alla vostra porta e.........

In questo livello Singleplayer, gli autori mirano a simulare un'esperienza alla Quake utilizzando il motore grafico di Half-Life, proponendo ambientazioni fantasy, discostandosi dai classici laboratori tecnologici che siamo abituati a vedere. La trama è molto



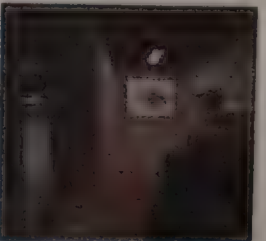
Data Cerca ora!

Ricerca Avanzata

Half-Quake

Half-Life :: Mappe :: Singleplayer :: Half-Life

advertisement

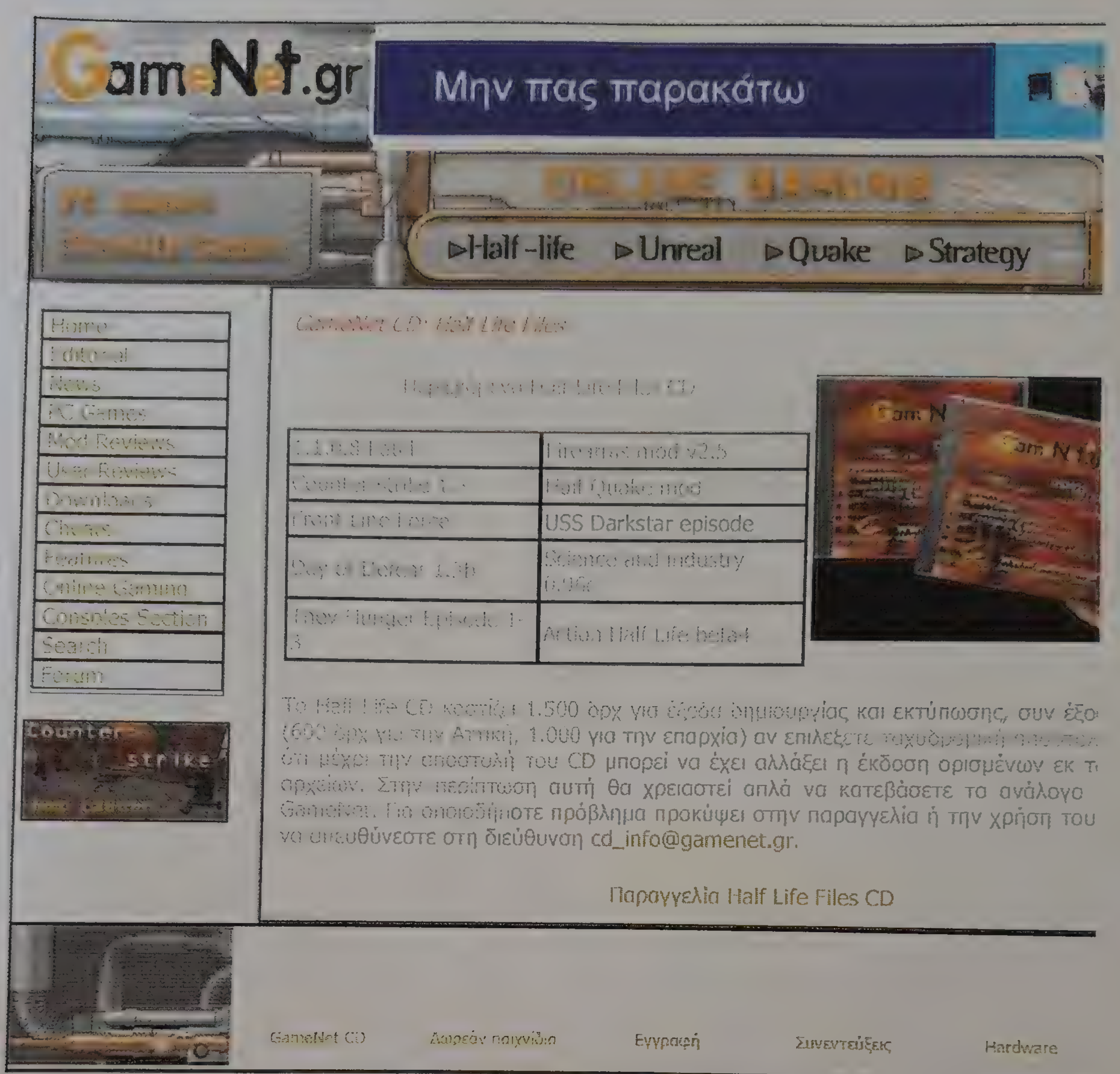
Nome File	hquake.zip
Gioco di riferimento	Half-Life
N° Download	8316
Data	20/05/2001
Dimensione	14.77 MB (15485698 bytes)
Descrizione	In questo livello Singleplayer, gli autori mirano a simulare un'esperienza alla Quake utilizzando il motore grafico di Half-Life, proponendo ambientazioni fantasy, discostandosi dai classici laboratori [illegible] che siamo abituati a vedere. La trama è [illegible] semplice: dovrete sopravvivere [illegible] della setta "half-quake" superando diversi enigmi che troverete durante il [illegible] percorso.
Sviluppatore	muddasheep & blackjack
Screenshots	 
Downloads collegati	Mostra altri file collegati a "**Half-Life**" / Sh other "**Half-Life**" related files Mostra altri files in questa categoria / Sh other files in this category

新しいハーフ・ライフのSPマップ

Herbie

以下の新しいハーフ・ライフのSPマップを当サイトのハーフライフ・シングルプレイヤマップ批評に加えたいと思います。三つとも内容満点ですが、特に私のお勧めはHour-Glass とHard です。

- Hard (11.3MB) DL ミラー - 作者サイト、スクリーンショットあり。ドイツ人であるW. Broisch 氏の初作品で39 ものマップで構成されています。全体の詰めが甘いことと、構造的視覚的なバグが多いのですが、まずまず楽しめるマップとの評判です。
- Hour-Glass (20MB) - 作者サイト、スクリーンショットあり。Adam と同作者、Grey Dog 氏の2 作品目。前作より更に良いミッションとなっているのかは、遊んでからのお楽しみ。
- Half-Quake (14.7 MB) DL ミラー - 作者サイトあり。muddasheep & blackjack 氏らは、HL, CS, OP4, UT のマップ製作で作品がいくつかあるようで、マップ作りに関しては精通していると考えられます。当作品も品質良好ですが、マップの方向性に癖があり、HL 贔屓に受け入れられるかは疑問です。私は最後まで遊ぶ気になれませんでした。



GameNet CD: Half Life Files

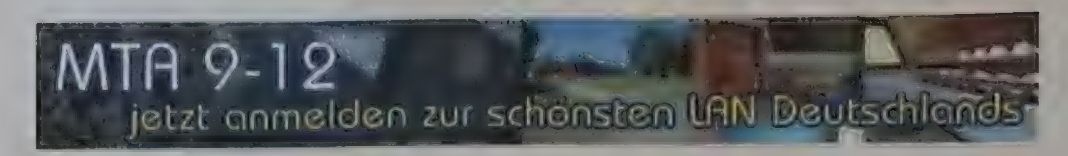
[illegible]	Firearms mod v2.5
Counter-Strike 1.x	Half Quake mod
Front Line Force	USS Darkstar episode
Day of Defeat 1.3b	Science and Industry 0.96c
They Hunger Episode 1-3	Action Half Life beta4

Το Half Life CD κοστίζει 1.500 δρχ για έξοδα δημιουργίας και εκτύπωσης, συν έξο (600 δρχ για την Αττική, 1.000 για την επαρχία) αν επιλέξετε ταχυδρομική ... ότι μέχρι την αποστολή του CD μπορεί να έχει αλλάξει η έκδοση ορισμένων εκ τ αρχείων. Στην περίπτωση αυτή θα χρειαστεί απλά να κατεβάσετε τα ανάλογο GameNet. Για οποιοδήποτε πρόβλημα προκύψει στην παραγγελία ή την χρήση του να απευθύνεστε στη διεύθυνση cd_info@gamenet.gr.

Παραγγελία Half Life Files CD

GameNet CD Δωρεάν παιχνίδια Εγγραφή Συνεντεύξεις Hardware

Copyright © 2000-01 Compulink Network S.A. All rights reserved.
44 Syngrou Avenue, 117 42, Athens, Greece
Phone: +3010 9282700, Fax: +3010 9...
E-mail: info@gamenet.gr



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mapping
scripting
skinning
server
bots
demos
scene
interviews
strategie

files
cs 1.3 & HL 1.1.0.8
misc & updates
crosshairs & hud
skins
spraylogos
tools & co.

Bender Merchandise

Name der Karte:	cs_therock_deluxe
Autor:	**Muddasheep**
Größe:	0.57 MB
benötigte Wadfiles:	im ZIP
Review by:	**[SKR8]Gunslinger**
Review vom	19.03.2001
empfohlene Spielerzahl:	4-8
max. Spielerzahl (Spawnpoints):	16
Wertung:	**4 von 10 Sternen**

Setting:

Gefängnisinsel? Ein kleiner Komplex mit einer Kanalisation/Keller, oben drüber Duschen und ein paar Räume mit Gittern und Stäben.



Aufmachung:

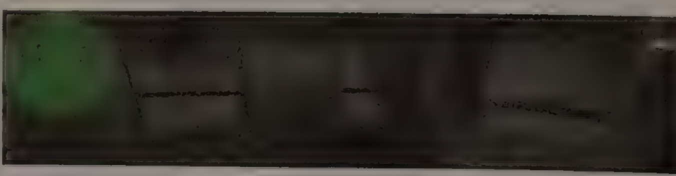
Eher leicht unterdurchschnittlich. In den Räumen sind viele Dimensionen falsch geraten...anderenorts stören Texturen ein bisschen, auch die Beleuchtung ist eher schwach. Der Autor scheint eine Schwäche fürs Deathmatch(siehe cs_remember) zu haben, an beiden Startpunkten liegen Waffen und Westen herum. Außer ein paar mit Schaltern fernzuöffnenden Türen gibt es sonst nichts besonderes, die r_speeds sind gut.



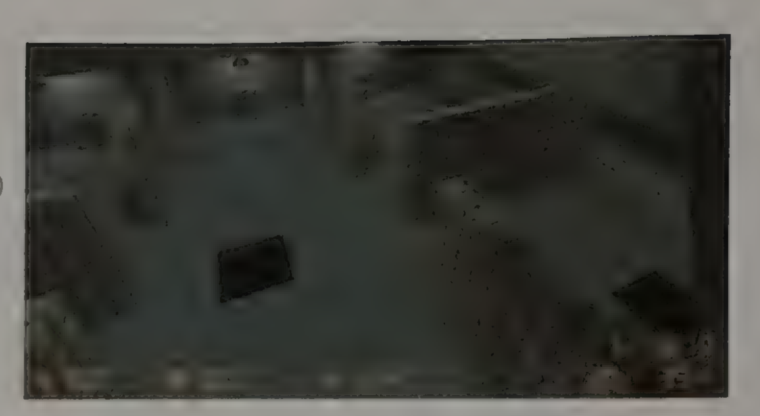


Gameplay:

Schlecht! Warum in aller Welt findet das verteidigende Team Colts vor, die Angreifer nur



MP5s...? Dazu müssen die (armen)CTs
entweder zwei Leitern in die Duschen benutzen (SEHR leicht von oben zu verteidigen) oder eine lange enge Treppe hochstürmen, die direkt beim T-Start endet.
Denkbar unausgewogene Konstellation, auch der scheinbar gewünschte Deathmatch-Effekt kann sich so nicht einstellen.



Fazit:

Insbesondere wegen des Gameplays leider kaum zu empfehlende Karte...4 Sterne, Tendenz nach unten.

Userwertung:
6 / 10 Sternen
110 abgegebene Stimmen

Jetzt Abstimmen (10 ist das beste):
1 2 3 4 5 6 7 8 9 10
vote

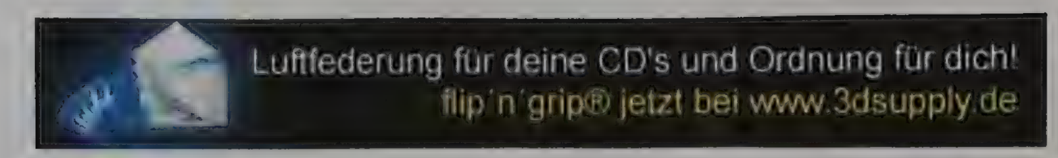
Kommentare
Es sind 5 Kommentare vorhanden.

Kommentare abrufen/kommentieren

Zurück zu den Mapreviews

copyright counter-strike.de





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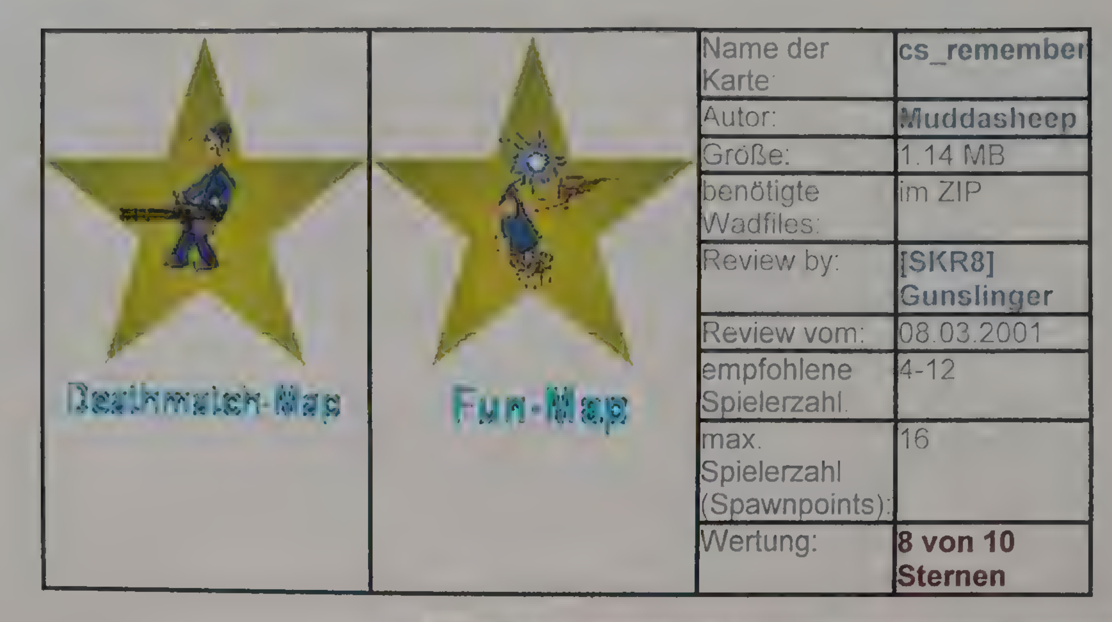
sections

cs-help & editing
faq
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maps & reviews
mapping
scripting
skinning
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bots
demos
scene
interviews
strategie

files

.cs 1.3 & HL 1.1.0.8
misc & updates
.crosshairs & hud
.skins
.spraylogos
.tools & co





Name der Karte:	**cs_remember**
Autor:	**Muddasheep**
Größe:	1.14 MB
benötigte Wadfiles:	im ZIP
Review by:	**[SKR8] Gunslinger**
Review vom:	08.03.2001
empfohlene Spielerzahl:	4-12
max. Spielerzahl (Spawnpoints):	16
Wertung:	**8 von 10 Sternen**

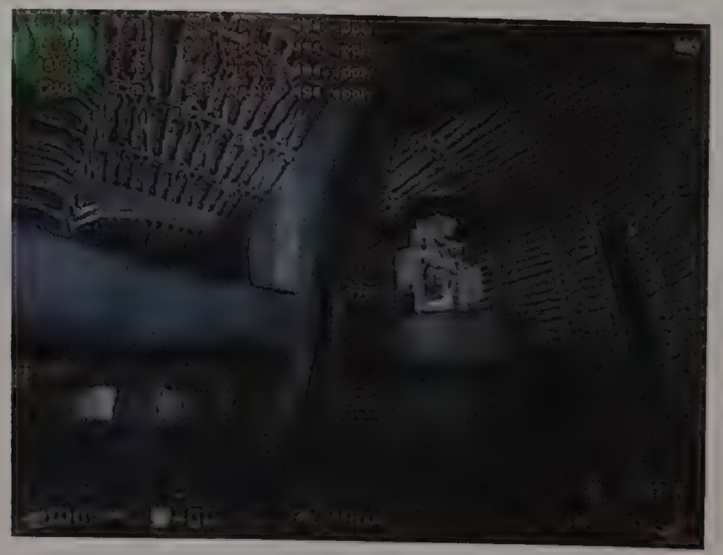
Setting:

Ein bisschen alien- /Xen-mäßiges Setting.



Aufmachung:

Gut. Hauptsächlich Standarttexturen, passend mit ein paar eigenen (von Giger inspirierten) gemischt. Dazu Musik und atmosphärische Sounds, die gut zum Setting passen. Die Geschwindigkeit ist zumeist in Ordnung, an einigen Stellen etwas schlechter. Zerschiessbare Wände und überall verstreut liegende Waffen gibts ausserdem...ebenso wie einen \'rasanten\' Aufzug. Waffenkaufen ist nicht...





Gameplay:

Na ja, also das Setting passt ja schon wenig zu CS und auch das Gameplay ist nicht sehr cs-like
Viele Wege, die zu den Geiseln führen, dazu die Waffen (eine liegt sogar direkt unter einer Geisel), verschiedene Höhenstufen und vor allem kurze \'Anmarschwege\' lassen kein Zweifel aufkommen: Deathmatch ist angesagt, aber in recht feiner abwechslungsreicher Manier. Spassig zu spielen, halt bloß kein CS irgendwie.

Fazit:
Für alle, die deathmatchen wollen, ein absoluter Tipp, auch wegen der Atmosphäre. Vor allem wegen der speeds knappe 8 Sterne.

Userwertung:
7 / 10 Sternen
111 abgegebene Stimmen

Jetzt Abstimmen (10 ist das beste):
1 2 3 4 5 6 7 8 9 10
vote

Kommentare
Es sind 8 Kommentare vorhanden.

Kommentare abrufen/kommentieren

Zurück zu den Mapreviews

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Q&A With Dave Johnston

Have you played ETC yet? If not, **you should!**. It brings back the thrill of the single-player experience -- battling government clean up guys, sneaking around corners waiting for a headcrab to jump out at you and generally trying to keep your butt in one piece!

Dave Johnston was kind enough to take some time and answer a few questions for me. I just had to know more about the guy behind ETC.

I've been editing since Wolf3D... since then I've gone through Doom, Doom II, Heretic, Quake, Quake II... and then Half-Life. I've only released levels for 3 of them...

For Doom I, I released several crap maps for a BBS which has long sinced deceased... they were mainly 'newbie' maps, like a Disco... and a Zoo... things most newbies do while trying to learn about Doom editing. Later, I released a map onto the internet called 'gates.zip' which is on cdrom.com. I can still play it now and have fun... bu there are lots of things I have learnt since then. While making Gates.wad I learnt that using a lot of textures was not a good idea, and the Motif feature of DCK was very useful with this.

I never got to release anything for Doom II or Heretic.



Q&A With Dave Johnston

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Dave Johnston was kind enough to take some time and answer a few questions for me. I just had to know more about the guy behind ETC.

Q. *Let's start with some background information. Whats your "real" job (or what's your major if you're a student)? What would be your "dream" job?*

Considering I'm in the UK, trying to explain our whole education system would be required here, so I'll just be pretty brief ;)

I just finished by GCSE's, which you do in your final year of compulsary education, then you're 16. So now, Im just having a long holiday so I can start college in September... (or Sixth Form, which is like college, but at my old school). My GCSE results will be out I a couple of weeks..... I can't wait! :/

As for a job, I was just employed a couple of days ago by my local Web Design, Woodbridge Web (www.woodbridgeweb.co.uk). At the moment, I'm already onto designing sites for them, and no dogs body work yet...

Q. *How long have you been editing 3d games, and what games were they?*

I've been editing since Wolf3D... since then i've gone through Doom, Doom II, Heretic, Quake, Quake II... and then Half-Life. I've only released levels for 3 of them...

For Doom I, I released several crap maps for a BBS which has long sinced deceased... they were mainly 'newbie' maps, like a Disco... and a Zoo... things most newbies do while trying to learn about Doom editing. Later, I released a map onto the internet called 'gates.zip' which is on cdrom.com. I can still play it now and have fun... bu there are lots of things I have learnt since then. While making Gates.wad I learnt that using a lot of textures was not a good idea, and the Motif feature of DCK was very useful with this.

I never got to release anything for Doom II or Heretic.

As for Quake and Quake II... I made maps for them by the dozen, and never finished anything. I had about 100 unfinished maps that only consisted of about 300 or so brushes...

As soon as Half-Life came out, I completed it, and immediately got into editing stuff for it... ETC started sometime in November I think while I was on study leave for mock GCSE Exams... I came home at lunch time for about 30mins, placed a few brushes together, and thats what started it all. That original part is the 'rocky' outdoor section right at the start of ETC.

Actually, there was a period of a couple of months where I didn't do much HL editing at all... then I started again and forgot about ETC. Then I loaded up etc0a.rmf by mistake and thought, "Hey, I could do something with this".

In that period, I ran out of ideas so I went back to QII to build a DM map so I could think more... The final DM map is called DJDM1.ZIP and is available on cdrom.com

So, how long have I been editing? Must have bee about 5 years I think...

Q. *What do you like most about level editing?*

Putting things together. I was a Lego freak as a child, and that shares things with level design. Making situations for people to roam in is fun, I find... and to think you can do something the average game-player ignores kinda makes you feel special ;)

Q. *What do you like least about level editing?*

Compile times. Bad architecture. Lack of ideas. WORLDCRAFT CRASHING!

Really, I enjoy it most of the time, but I really hate it when I run out of ideas. To be a good map designer you eed to be creative, ad I find being creative difficult.

Q. *How do you start a new map? Paper and pencil? Build as you go?*

Most of the time I just think up something in my head while walking to school or something... and keep it in my mind to build later.

Other times I just load up WC and place brushes, seeing what comes out of it. I usually tend to be experimenting with new styles etc.

With Doom, I did do a couple of paper-and-pencil designs, but with Quake's true 3D engine, this is slightly more difficult. Im trying to get back into the habit now.

Q. *Do you work "room-at-a-time" or do you create the general*

architecture of a level and then go back and add detail?

"Room-at-a-time" works best for me. Otherwise, I play through the map ad think its crap, and scrap it. If I can finish a room or section and be pleased, the more likely I cam to continue with further developments.

Q. *What was the inspiration behind ETC?*

Inspiration?! Err... thats something I lack... err, no idea. Was there any inspiration behind ETC? Don't think so.

However, there are a few things you might recognise from Valve maps that I tried to implement into ETC, like the hallway just before you get to the slime pit...

Q. *How long did ETC take?*

No idea... too long.

Q. *While working on ETC, how much time did you devote each day to it?*

No idea! I have worked whole days on it, just a few minutes... even left it for weeks on end with nothing being done.

Q. *How did you playtest ETC? Any playesting hints you can offer to other authors?*

As ETC was my first SP map, I REALLY wanted to get it out of the door. I've been editing for 5 years, and out of the 100's of maps I've made, I've never released anything substancial. Since ETC was nearly finished, and I could see few flaws, I decided to not put it through a rigorous playtest cycle. I must have played through the whole thing hundreds of times looking for flaws while designing, so I think that is kinda playtesting.

I basically have released ETC in a final-beta state. There are several things that could be improved or fixed, but nothing I could find that would prevent the player from completing it, which is what really matters.

As for hints, I find scripted_sequences are real pains in the ass. Just trying to shoot a character in one and it can mess up the whole sycronization of things. If you're gonna use something like this, test it to the max.

Q. *What are your plans after ETC?*

ETC2... I think. I actually started development on it while 4/5 of the way through ETC... and at the moment I have a very small starting map.

If I ever finish ETC2 (I really really hope I do... and I probably will), I'll see whatever happens next. Maybe I'll switch to the next SP game that comes out, since I find it difficult making good maps for DM-type play. TF2 might be an exception tho.

And as a special gift to all Workshop visitors, I've included a very early alpha shot of ETC2.

Q. *Finally, any words of wisdom for aspiring level editors out there?*

Don't. Get. Into. Designing. Maps.

You run out of time for your friends, family, and job.

Nah, really, just try to be original and make your maps look good! Look at how Valve make their maps cool, and try to use these methods in your own work. Also, don't expect to be of pro-quality within a few weeks of learing to use the editor. Its taken me 5 years to release a decent set of maps. I consider that a very long time, and there are already several HL designers out there who have only got into desingning maps very recently, and are already making cool maps.

Just make sure your map is good before releasing it, eh? The quality/quantity argument is applicable here.

Dave also sent along a *sneak peek* at ETC2! Thanks Dave!



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Anyone who enjoyed the single-player Half-Life experience simply must have sampled the add-on delights of USS Darkstar and one or both of the They Hunger episodes. If not, Planet Half-Life strongly urges you to download and play these classics right away. The main man behind these projects; Neil Manke, somewhat of a celebrity in the mapping community sits down with Planet Half-Life and discusses his vast mapping experience, his brand-spanking new Team Fortress Classic map, and any future plans with regard to Team Fortress Mapping.

Planet Half-Life: *You have recently delved into the realm of Team Fortress Classic mapping with debut map Vidar's Niflheim. Do you intend to move from Single Player mapping to Team Fortress Classic mapping permanently, and do you have aspirations to develop maps for Team Fortress 2?*

Neil Manke: I do not intend to stop doing Single Player episodes. I simply like playing TFC and wanted to do a map for it. I had been mapping the dark They Hunger world for so long I needed a change and wanted to do a bright sunlit map like Vidar's. I have formed no aspirations concerning TF2 mapping, TF2 is a long way away [I think?] and I have no idea what I will be doing then.

Planet Half-Life: *Which aspect of TF mapping do you like the most?*

Neil Manke: The fact one is only dealing with one map instead of 16, and not having to worry about multitudes of models, sounds and all the other accessories needed for SP is also nice:]

Planet Half-Life: *What is your favourite TF scenario, and what do you think of the newer scenarios?*

Neil Manke: I like all the new scenarios. I like variety, and there is certainly a nice range of scenarios in the Valve TFC maps and Valve keeps adding to them with each upgrade.

Planet Half-Life: *Do you have a favourite TFC map by Valve? If so, which one, and why?*

Neil Manke: It's very hard for me to pick a favorite but if I had to choose one it would probably be Avanti. I like the looks and layout of the map and the realistic 'capture the town' scenario, it actually feels like a small village is being battled over. I would 'guess' that Avanti hints at what TF2 will be like but on a much less grand scale. I also really like the other 2 new maps Casbah and Flagrun. And I still love the old favourites like Well, Rock2 and 2Fort... they may not be as pretty as the new maps but game-play wise they are virtually perfect.

Planet Half-Life: *Do you download and play any user-created maps? Which ones have struck as worthy for server rotation?*

Neil Manke: I don't make it a point to download and try out all of the new user TFC maps but there are many I have downloaded from servers and played. There are several ones I like such as 2MoreFort, NML, Tiger, BAM and there are a few others whose names elude me at the moment :[

Planet Half-Life: *Which feature of Vidar's Niflheim are you the most pleased with?*

Neil Manke: I'm quite pleased with how the entire map turned out and the cold ambience it has... ambience can sometimes be elusive to capture. I think the textures I used on the forts could use a bit of work [my art skills are limited] but other than that I am happy with everything else.

Planet Half-Life: *Have you ever been tempted to create a Counter-Strike map, or have*

you got any plans to do so now that you invariably have some spare time after They Hunger 3's completion?

Neil Manke: Yes you bet I have ...even lately I felt like doing one but then changed my mind since I just have too much else I should do first. So for now I am just trying to decide whether to devote my time to do a TH4 or to switch to a newer game/engine and, of course, I still have TH3 to beta test and finish once we get a couple monster problems fixed.

Planet Half-Life: *Have you been interested in any recent Half-Life MODs both from a player's perpective, and from a mapper's point of view, or do you enjoy creating and leading your own MODs?*

Neil Manke: From a player's perspective, I enjoy playing TFC [when I have the chance] and I simple can't afford the time to 'like' another MP mod! So although some mods have certainly caught my fancy, I've avoided playing them.

Planet Half-Life: *Can the public expect any more TFC maps from Neil Manke anytime soon?*

Neil Manke: After Vidar's Niflheim was released and feedback started rolling in, it became apparent that the flagrooms were too hard to defend. For general net play this isn't good since rarely do such teams have a strong, organized defense. So I have addressed this issue [and few other small things] and have done up a Vidar's Niflheim 2 which has the map name Vidar2. Vidar's Niflheim 2 can be downloaded here.

Planet Half-Life: *Since They Hunger 3 will probably be the final chapter of the trilogy - at least on the Half-Life engine, do you have any plans to perhaps go back and do a prequel, or will you continue the series on another engine?*

Neil Manke: I still do not know if there will be a TH4, but when the They Hunger series ends so will my working with the Halflife engine, this is certain.

Planet Half-Life: *You mentioned that you are looking into the possibility of using either the Raven-modified Quake 3 engine of Elite Force, or the Lithtech engine of No One Lives Forever; have you had a chance to play any of these so far, and if so, what do think about them now? Are you prepared to wait for Team Fortress 2 or the sequel to Half-Life?*

Neil Manke: Yes I finally got around to playing Elite Force and I enjoyed it immensely. And then I played NOLF and I enjoyed it even more! NOLF flabbergasted me actually, it is one awesome game ...my heart dropped when I reached it's end:[I highly recommend both of these games. Playing them has made me even more aware of how dated the Halflife engine is and how much more would be possible if I switched engines. And No, I'm certainly not prepared to wait for TF2 or HL2 since they could be years away, for all I know.

Planet Half-Life: *Have you ever considered making a whole multiplayer-only modification rather than just singleplayer missions and MODs? If so, what type would you make?*

Neil Manke: Yes we have considered doing a MP mod and perhaps one day we will. However, since it would be based on a completely original concept I'm not at liberty to talk about the different ideas we have considered ...I will say it certainly would not be a C-S clone:]

Planet Half-Life: *Now that They Hunger 3 is virtually complete from your side of things, how do you feel about the finished product, and are you happy with it?*

Neil Manke: Yes, generally I'm happy with how it's turned out. If I wasn't happy with it, I would have stopped work on it long ago;]

Planet Half-Life: *Why did you give They Huger 3 a subtitle, and what is the meaning of it (Rude Awakening) to the storyline?*

Neil Manke: I gave it a subtitle since TH2 had one and it just seems more colorful rather than just calling it TH3. The meaning of the subtitle will become apparent after playing the start of TH3.

Planet Half-Life: *Why did you decide to create They Hunger 3 as such a large MOD, considering your views towards the end of They Hunger 2's production were to make a relatively small package for the third part? Are you happy you did so?*

Neil Manke: You are correct, my intention was to do a smaller episode rather than a larger one. However, as I worked my way through TH3 I changed my mind and decided to make it the same size as the previous episodes, but then came a time when I realized to tie off everything started in TH3 would require a lot more maps. Of course there was more to it than that, but that was it in a nutshell.

Planet Half-Life: *Which feature of They Hunger 3 are you personally the most proud of, and why?*

Neil Manke: There is no particular feature in TH3 that stands out in my mind.

Planet Half-Life: *How is They Hunger 3 different from any other Half-Life MOD currently in circulation?*

Neil Manke: Well as TH1 and 2 were different from other mods, and from each other, so is TH3.

Planet Half-Life: *Aside from the new levels and storyline, which weapons and features have been added to They Hunger 3 to make it a cut above the rest?*

Neil Manke: There are a couple new monsters [if we can get the buggers working] and several new human zombie variations, plus there are 2 or 3 new weapons..or is it 4? However, I guess this isn't really anything that would make it a cut above the rest, eh? Hopefully, the manner with which it has been put together will be what distinguishes it, but only the gamers will be able to judge that ...we who were really involved in the project loose our objectivity.

Planet Half-Life: *What do you think will excite players the most about They Hunger 3, and how is it better than the previous two episodes?*

Neil Manke: TH 3 is much more combat orientated yet it still has scary stuff, so hopefully it will prove to be a nice combination.

Planet Half-Life: *What would you say to any reader who has never played any of your MODs to convince them to try They Hunger 3?*

Neil Manke: It is not my purpose to convince people to play my mods nor would I try. If reading about it doesn't strike their fancy then I doubt they would enjoy it even if they could be convinced to play it. So I guess the most convincing I would attempt is to ask people to read the reviews, and then if it sounds like something they would like to then play it. Once the reviews start coming in, I will post a TH3 review blurbs page [with links to the full reviews] at my site.

Planet Half-Life: *Would you ever be tempted to edit for a game in a genre other than the FPS genre?*

Neil Manke: Certainly, I'm a big fan of the first person perspective but it would not have to

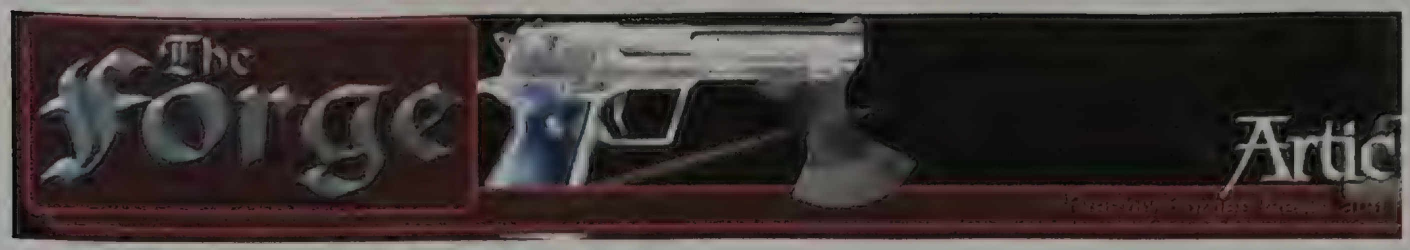
be a shooter focused game.

Planet Half-Life: *Which features would you like to see Valve include for TF2, from a mapper's perspective?*

Neil Manke: I can't really comment on engine stuff since I know nothing about the TF2 engine... but I'm sure it will offer us a lot of new possibilities map and scenario wise. However, one thing I do hope they change is the entity system, maybe I am just a moron but I find the current TFC entity system extremely complex for something that should be simple. I spent 3/4 of my time on Vidar's trying to sort out a couple silly entity problems ..gads! Instead of a few entities that do so much there should be more entities that do less, and for simplicities sake each entity should only have the properties relevant to it.

Planet Half-Life: *What lies ahead for Neil Manke?*

Neil Manke: I may go back to building [but would rather not], or I may work on a commercial game, or I may just continue doing add-ons for PC Gamer... I don't really know:]



Interview with DaveJ

Slayer interviews the interviewable Mr. Johnson.

By day he's a mild mannered mapper, but by night .... he's about the same thing. Meet DaveJ, owner of (arguably) CS's most popular map, DE_Dust. Since he had nothing too pressing to do, Slayer decided to take a short sit down with him. This interview is the result!

Slayer: How are you, schoolwork getting to you?

A bit... with mock exams starting the FIRST DAY we get back after Christmas (two days before my birthday), we are being loaded with revision material.

Slayer: How well do you manage your time between working on your projects and school. Does DaveJ have a real-life job??

A real-life job? Well, since I now know I can design maps for people for payment, I guess that's my job - a contractual designer. It's not too difficult managing the time (I'm not doing any paid work at the moment).

Slayer: What is going to be your major after you get accepted to a college?

Major? At college? American stuff. I'm in the UK! I'm following a degree at university, probably a MEng in Software Engineering.

[NebNote: Well I'm doing a Bachelor of Arts! Beat that ..... oh yeah, you just did : ( ]

Slayer: Have you had any job offers from any gaming companies?

Quite a few, yeah!

Slayer: Are you working on any new gaming related projects (besides ETC2)?

Not at the moment. Not that I can remember anyhow



Rawkin the Casbah

Slayer: How is ETC2 coming along?

It's gaining speed... again. 70-80% is done.

Slayer: Have the royalty checks from Valve arrived yet?

A long time ago.

[*NebNote: Yoink!*]

Slayer: Now that CS has gone retail, do people recognize you on the street?

Hell no! They don't know what I look like :)

[*NebNote: Shall I distribute the photos of that embarassing time you turned up next to a naked aeflux?*]

Slayer: Do you have any advice to give any other up and coming HL mappers?

Start simple.

Slayer: What editing tools do you use when you create your maps?

Worldcraft 3.3, Paint Shop Pro, Wally... run-of-the-mill stuff really (except PSP in place of PhotoShop)

[*NebNote: Long live PSP!*]

Slayer: How long do you usually work on a level before you consider it done?

It changes a lot. Depends on my mood and how much time I have :)



De_Dust (duh!)

Slayer: Have you tried mapping for any other current game engine (Quake III, UT, Lithlech)?

I've tried Quake III, which wasn't bad since it follows the same principles as Quake/II/HL etc. Unfortunately haven't tried Unreal/UT or LithTech, but I'd like to. Especially the latter. Oh, and the TF2 engine :)

Slayer: What is your favorite multiplayer HL level(from any mod or just plain vanilla HL deathmatch, besides your own)?

At the moment cs_backalley is my fave CS map, Avanti rocks in TFC, and normal DM... Bootcamp is hard to beat!

Slayer: What does the future hold for DaveJ?

If only I knew.

Slayer: What's your favorite pizza topping?

I don't eat pizza. I eat Chicken Tikka Masala instead. Yum.

[NebNote: Thats the orange one with carrots, right?]

The boy is quite .. succinct, if you ask me. However, he can map like theres no tomorrow! And if there isn't a tomorrow, you better go play his stuff today!

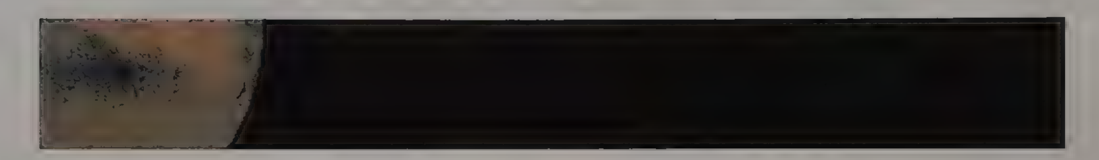


Want to pop in on Mr. Johnson himself?

Try somewhere around here: http://www.planethalflife.com/davej/

Interview by Slayer
Questions? Comments? E-mail me at m_labowicz@yahoo.com
Or use the friggin' Forums
Visit: http://arenagames.homepage.com
Conducted for: http://www.the-forge.org







November 4th, 2000
By John "JCal" Callaham

"MacMan"

Stomped: What is your name and what map did you contribute to the official Counter-Strike
releases?

MacMan, and I created OilRig, as well as many of the textures fou nd in other maps (such as
Dust, Militia and Cbble).

Stomped: How did you become interested in level design?

MacMan: Back around 1994 I purchased Bungie's first person shoote r, Marathon. Fans had
created many different kinds of editors and posted them on the in ternet. I immediately got
into creating new art and new levels.

Stomped: When did you first become involved in creating Counter-S trike maps?

MacMan: I actually joined the team as a texture artist back durin g Beta 2. Cliffe and Goose
wanted an official cs.wad file. I was already working professiona lly in the industry as a
texture artist so it seemed like something I could contribute.

Stomped: What were your goals in creating your particular map for CS?

MacMan: The biggest thing that I wanted to do was create a type o f environment that had not
been seen in CS before.

Stomped: How do you feel about your levels becoming some of the m ost popular Internet
multiplayer maps for games?

MacMan: I'm shocked at the huge success of CS and I think that ev eryone else is too.
Counter-Strike is more popular than all of the on-line commercial shooters combined. That is
a huge feat for any mod. I'm thrilled that I was able to contribu te as much to CS as I have.
And in return, CS has really allowed me to create a name for myse lf. I still have to laugh

when people message me asking "Are you THE MacMan?"

Stomped: What's it like working with Gooseman and cliffe on the m
aps? How much feedback do
you get from them?

MacMan: Both of those guys are great. Counter-Strike wouldn't exi
st without either one of
em. I don't have to go into the huge talent that Goose is. And Cl
iffe has been a great
project leader/coordinator. I've worked on a good handful of mods
, most of which failed
because of poor leadership. Cliffe has always been there to conti
nue to push the team along,
and make sure that a new beta came out every month or two.

On the topic of feedback, yes we get a lot actually. Both Cliffe
and Goose were key in map
balancing. They also helped out with suggestions for tweeking the
 map for better gameplay.

Stomped: How do you feel about the 1.0 version of Counter-Strike
becoming the last major
release for the mod?

MacMan: I think that it is time. CS has really matured over the l
ast year and I don't feel
like too many more versions would really benefit it much. I think
 we're at the point of
diminishing returns. CS plays really well now and feels very poli
shed.

Stomped: How do you feel about your work now being sold in stores
 in the stand-alone
Counter-Strike retail product?

MacMan: I think that it is wonderful. It will bring more people t
o Counter-Strike and I'll
be able to add it to the list of products that I've shipped. ;)

Stomped: What are your future plans?

MacMan: Continue working away on this game or that. Hopefully I'l
l be able to find another
project as rewarding to work on as Counter-Strike.

November 4th, 2000
By John "JCal" Callaham

Stomped continues its three-part series of interviews with the ma
p makers who have created
levels for the official Counter-Strike releases.
Dave "DaveJ" Johnson

Stomped: What is your name and what map did you contribute to the
 official Counter-Strike
releases?

Johnson: Dave Johnston, aka DaveJ, back in the day of BETA 3 I wa
s known for War Torn
Retirement Home, but in today's CS, Dust (de_dust) and Cobble (de
_cbble) are the only maps
made by me in the official CS release.

Stomped: How did you become interested in level design?

Johnson: I think the various Doom maps I used to find on BBS's ye
ars ago (before the
internet took off) led me to gain an interest in mapping. Startin
g with Wolfenstein (this
was after Doom was out), I moved onto Doom editing, then Quake, a
nd continued from there.

Stomped: When did you first become involved in creating Counter-S
trike maps?

Johnson: Around BETA 2 time. I found the official CS texture WAD
(cstrike.wad) and it had
some fantastic textures. One morning I started to make a corridor
 using these textures,
which finally formed into cs_tire. It was my first CS map I had e
ver made, and somehow got
finished :) I posted some screenies onto the (calm - unlike today
's) CS forum, cliffe
contacted me, and it went from there.

Stomped: What were your goals in creating your particular map for
 CS?

Johnson: I don't really have any. I just make a map that looks as
 good as possible, and
plays well to boot :)

Stomped: How do you feel about your levels becoming some of the m
ost popular Internet

multiplayer maps for games?

Johnson: It's quite amazing to think that at any one time, about 4000 people (according to
HL's server browser) across the world are playing Dust alone. Whi le I'm sleeping, while I'm
working, while I'm studying... thousands of people are busying th emselves playing CS on a
map by me. To be honest, I can't believe it at all. I want to, bu t it's too unbelievable.
I'm just in awe. And thankful :)

Stomped: What's it like working with Gooseman and cliffe on the m aps? How much feedback do
you get from them?

Johnson: I don't really work with them directly. I'd make a map o n my own, send it to
cliffe, he'd make a few suggestions, I'd employ these, and then i t would go from there onto
playtesting. Gooseman is too busy coding and modelling. Apparentl y :)

Stomped: How do you feel about the 1.0 version of Counter-Strike becoming the last major
release for the mod?

Johnson: It's quite a relief actually. It's like we've finally ac hieved an aim... if we kept
going on with BETA releases it'd feel like we weren't getting any where. It's a good time to
decide that it will be final - we (the developers) and them (the players) still have
interest in the game. It also means that (at least some of us) ca n focus on other interests
- for me, I'm getting quite into TFC mapping, something I've been meaning to get into since
TFC was released.

Stomped: How do you feel about your work now being sold in stores in the stand-alone
Counter-Strike retail product?

Johnson: I won't believe it until I see it. I'll pop down into Ip swich town and have a look
around some computer game stores... pick up CounterStrike, and wi sh I was in the team that
made it. Other people will look at me like another game player. I t's weird. However, it's
good to have financial rewards - it means I can upgrade my system

to keep designing for a
long time to come =)

Stomped: What are your future plans?

Johnson: Finish my A-Levels. Go to Uni. Then do summat. Probably study, but that's etched in
for my third or fourth year. I imagine I'll try to get more contr actual work from companies
like Valve, or if possible, do some part time work for any local game design firms. This
should help keep my designing rather than move onto other interes ts. I really want to make
sure that by the time I leave Uni, I am employable by a games com pany doing something I
love.

November 4th, 2000
By John "JCal" Callaham

Jason "Medic911" Blum

Stomped: What is your name and what map did you contribute to the official Counter-Strike
releases?

Blum: My real name is Jason Blum (aka Medic911)... and I'm best k nown for cs_arabstreets and
de_jeepathon2k.

Stomped: How did you become interested in level design?

Blum: Well, I've always enjoyed game creation. It's a great way t o express artistic
creativity. I tried other mediums: art, writing, etc... but none give you the total
interactive control that you get with game design. So when I was younger, I programmed games
(back in the early days of personal computing). Later, when I did n't have the time or
patience to actually program, I moved to "game creation" programs (my first one was called
the "Adventure Construction Kit"... for the Commodore 64). Eventu ally, I became even lazier,
and moved to mapping for existing games. It was kind of a natural progression of things.

Stomped: When did you first become involved in creating Counter-S trike maps?

Blum: My first CS map was "cs_lawfirm". I think it was around bet a 4.

Stomped: What were your goals in creating your particular map for CS?

Blum: I set out to create my OWN idea of what a fun map would con sist of. I took elements
from my favorite maps (cs_italy, cs_assault, de_dust, cs_militia) and combined them into one
map. I didn't let the fact that some players would hate certain e lements of those maps stop
me. For example, few players like the fact that cs_assault's ware house is so difficult to
breech. I on the other hand, love the challenge of i; so I used a similar design for my

chemical factory in arabstreets. Don't get me wrong, I have a gre
at respect for the players
and want them to enjoy the game, but I wouldn't compromise a map
in a vain attempt to please
everyone. You simply can't please all the players. So I set out t
o please my self, and hoped
that some of them might like it too.

Stomped: How do you feel about your levels becoming some of the m
ost popular Internet
multiplayer maps for games?

Blum: Hhhmmm... it was really cool for the first day. Then the th
rill wore off, and I
haven't really given it much thought since then. There's always s
omeone better. I mean, you
start out just hoping to find 5 guys willing to help you test you
r map. Then you create a
popular map and it gets accepted, and suddenly you're comparing y
our stats to more popular
maps like de_dust, and worrying about whether or not yours can co
mpete. Where does it all
end?

Stomped: What's it like working with Gooseman and cliffe on the m
aps? How much feedback do
you get from them?

Blum: Gooseman was very cool. He was always willing to offer advi
ce or answer questions, but
never tried to insist on my map(s) folowing a certain direction.
Basically, he gave me all
the creative freedom in the world. I never really talked to Cliff
e, until a few weeks ago.
As a mapper, I was pretty much as in-the-dark about upcoming proj
ects as everyone else. I
had no idea when it would be coming out, or what the new changes
would be. (Other than those
I saw in the playtesting). At times, it was even tough finding th
e playtester's password so
I could playtest my own map! Being an official mapper means havin
g a direct communications
line to Gooseman... but it never really felt like I was part of a
ny team.(I didn't even
know my map was accepted until the day beta 7 came out!) People e
mail me and say stupid
things like, "Hey man, could you get rid of the AWP?" as if I'm o
n equal footing with
Gooseman. That's ridiculous. I was lucky to get the password to t
he beta server!

Stomped: How do you feel about the 1.0 version of Counter-Strike becoming the last major
release for the mod?

Blum: All good things come to an end. I'll be sorry to see it end, but I think it's time. I
mean, a new generation of game engines are about to come out which will make HL's engine
look like Castle Wolfenstein. It's time for Gooseman to focus on greener pastures.

Stomped: How do you feel about your work now being sold in stores in the stand-alone
Counter-Strike retail product?

Blum: My map was cut from version 1.0, although there are rumors it will be available for DL
from the site. (I've fixed several issues with it, including a dramatic improvement in FPS,
roofwalking, the radio volume, etc). I have mixed feelings about it being cut. I don't mind
the cut so much, but I've been pretty public in my feelings regarding my perceived
run-around I got with regard to it being cut. I got 5 different answers as to whether it was
cut or not, and as to why it was cut... depending on who I asked. I'm a little confused
about why it was cut. I won't point fingers, but let's just say Cliffe didn't like it.
(note: in his defense, he says Valve made the call.) My assumption has always been that it
got cut due to FPS problems... which is a shame since the new version is fixed.

Stomped: What are your future plans?

Blum: Future plans? I doubt I'll map again. At least not unless a much better engine comes
along. People don't realize how ancient the HL engine is. CS is a great enough game that it
makes you forget that... but imagine how much greater it would be using an engine that
allowed the things that other engines allow (i.e. Tribes, Quake 3, Unreal Tourney, etc).
Watch the demo video for Bungee's upcoming "Halo" sometimes, and expect to be amazed. Anyone
who's ever sniped an enemy at a half-kilometer (in Tribes) knows how much fun
wide-open-areas can be. I think that's essential for a squad-base

d 1st person shooter games.
Also, the vehicles will be sooooo much greater than Jeepathon's.
:)

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Half-Life
Editing Resource Center





Half-Life Editing Tips
by Dave Johnson

Tip #1

Build brushes individually. This may sound obvious, but there are still people out there who construct

Use newsgroups and discussion boards. Just read the FAQs first. I personally recommend the Half-Life editing discussion on rust. If you have a problem, ask. If someone else has a problem, help them if possible. Keep the community alive.

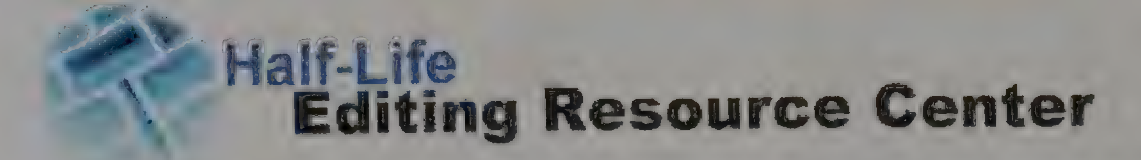
> *(**ed. note:** here's some -*
>
> *Half-Life editing forum*
> *TFC editing forum*
> *Worldcraft forum*
> *Worldcraft 2.x Support FAQ*
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>
> *- certainly not a complete list, but a good start.)*

Tip #5

"USE ALL THE TEXTURES YOU CAN!!!"

Oi, Mr. Absolute Beginner, out. You are 100% wrong. Don't. Keep within your limits. Even if your









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Half-Life Editing Tips

by Dave Johnson

Tip #1

Build brushes individually. This may sound obvious, but there are still people out there who construct their maps by hollowing out brushes, and carving hallways in between 'rooms'. Don't. It may be quick, but in the long run, your levels will be much easier to maintain and will help you express your ideas easier if each brush is placed individually.

Tip #2

Vital to get texturing perfect: examine the base. Run around the original levels of Half-Life until you find a style that you like, be it the 'lab' look of the levels just before the experiment, or the army brickwork of boot_camp. Then, take screenshots (use F5 or bind a key to `screenshot`). Take them of the floor, the walls, ceilings, roofs, outside, inside... everywhere. Then, load up Paint Shop Pro (or some other image browser), and browse through the shots you have taken (should be in your half-life dir). These will be your reference shots - use these to decide what textures to use and where in your map. I use this *always*, until I understand the motif 95%.

> *(**ed. note:** In Half-Life. using the cheats, you can use* impulse 107 *to give you the name of the texture you're looking at.)*

Tip #3

Allow yourself to be influenced. No, don't copy, but if you're really stuck for ideas, look around levels you admire and err... be *influenced* by the design. In time, you will build up a library of different ideas for your maps, and you will twist these ideas into your own creations.

Tip #4

Use newsgroups and discussion boards. Just read the FAQs first. I personally recommend the Half-Life editing discussion on rust. If you have a problem, ask. If someone else has a problem, help them if possible. Keep the community alive.

> *(**ed. note:** here's some -*
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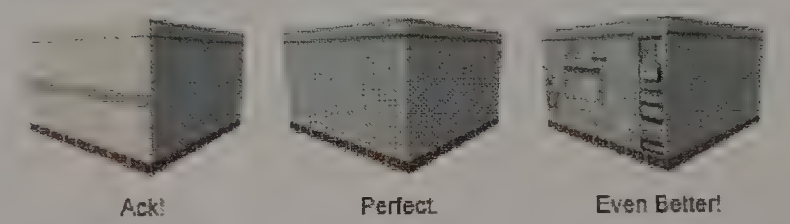
limits are sky-high. Just... just don't abuse your privileges. Half-Life doesn't need it. If you must use all the textures you can, don't release your map. Please.

Tip #6
Break it down. Everything. If you're having a right problem trying to get a series of entities to do what you want, get a bit of paper, make a flow chart. This will help you visualize the order of events, and see where the error lies.

Tip #7
Take your time. This is something I'm always terrible at... I run straight into a map, expecting myself to create base ideas spontaneously. It's something I can't do. However if you can, great. You'll probably get great maps out in a number of minutes. The rest of us though will have to find our ways round it and take just a little bit more time.

Tip #8
Fix on the go. If you're testing your map, and you find just one error, fix it as soon as possible, no matter how minor. As the defects build up, you will forget about the old less obvious ones. Keeping errors and defects to their absolute minimum is essential for a map that looks professional. Fix 'em on the way, and you only need think about what you'll be working on next.

Tip #9
Use textures appropriately. Especially on wall corners... don't have one side of a visible wall one texture, then a connecting side a texture that just doesn't match:

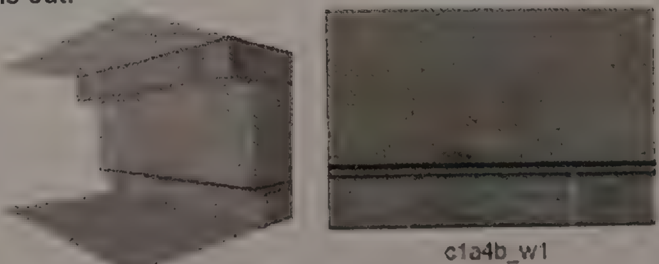


Ack! Perfect. Even Better!

The left-most image is clearly not as good looking as the centre or far-right images.

Tip #10
Keep an eye on your `r_speeds`. Go to the console, type in `r_speeds 1` and a little indicator will appear a the top of your screen while playing. Go around normal Valve maps, and see what the numbers are like in those. Compare to your own, and if the numbers are way too high in yours, make the scene in which you get a high reading simpler. Lower values are best, as they run faster. Just remember, the reported r_speeds aren't 100% correct until you've done a full vis. Use `r_speeds 0` to turn the display off again. If you'd much rather have a less reliable audio signal to see how fast the scene is, get an RPG, fire it until its ammo is depleted, then continue to hold down fire. You should hear clicks. Make sure the clicks stay fast.

Tip #11
Use textures to your advantage. Many textures in all games are designed to be used across 2 or more brushes. Check this out:

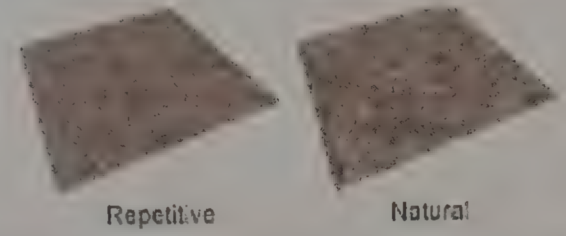


c1a4b_w1

I was influenced (check out tip 3) by the training mission in HL to try this... and it works well. Use it as best you can, and spread textures across brushes.

Tip #12
Silhouettes are great. What you do, is you need to try and get a monster in the dark, but with a lighter textured wall further behind them that is a contrast to their blackness.This just makes 'em look more menacing, I think... it was also a tip I picked up from an old .plan update from some id employee... John Romero I think, who, as we all know, co-founded Ion Storm. Could have been American McGee too, though...

Tip #13
Trying to create an outdoor scene that boasts grass? Okay, make it look more natural. If you've ever had a look at a patch of grass or rock in HL from a distance, you'll have noticed how apparent it is that the textures repeat quite noticeable... this is unnatural.



Repetitive Natural

What I suggest is that you take the brush for the grass you're trying to make, highlight all the sides with the grass texture, then set the properties of the sides so that the texture x- and y-scales are 2.00, and rotated about 30°. This makes the grass about twice the size, as well as at an angle, and this makes grass look just that little bit more natural. Try it, it also works on rocks.

Tip #14
Don't overuse the halos on lights etc... levels full of little glowing sprites just aren't as attractive to those that use them sparingly. This is not to say don't use them, just don't think that every little light needs its own.

Tip #15
Use pillars to mask ugly corners of hallways. Bear in mind that this doesn't mean ALL corners, just places where you feel a corner is looking particularly boring...



okay, but... this is better slightly better again!

Just ensure you don't affect the players movement.

(ed. note: use this in conjunction with tip #21.)

Tip #16
Use clip brushes on the sky... In HL, sky brushes aren't naturally solid (this is to get some sun and lighting effects to work without affecting the player) so you can walk straight through them, and fall out the level. In fact, you can even drown in them. To fix this, you just need to put clip brushes where each sky brush is, or just put a clip brush overhead to separate the players area from any sky.

Tip #17
Compile your maps properly!!! There's nothing worse than downloading and playing a map just to find it runs at a max speed of 3fps on your system because it hasn't been properly compiled. So, remember, always compile properly, and do a full vis.

Tip #18
Don't rely on prefabs for your whole level... yes, they may be quick, and you are meant to use them, but really... it seems that every released map has at least 1 vending machine in it somewhere... and the very worst have about 5 of the same in a row. Use all prefabs carefully, and the least you can.

Tip #19
Not everyone is a God, that is, not everyone may have as much skill at playing HL as you do. So, make sure your map is a challenge for the stronger players on harder skills, but still possible for the beginner who has only completed Half-Life once. We'd rather not need to cheat, thanks.

Tip #20
Playtest the map as much as you can - play it through yourself over and over again, until you're sick. Only then will you know where it needs to be improved and/or optimized. Note down details on paper as you find errors... then get friends and colleagues to test it too, with as many varied in skill as possible. Then, *listen* to them, and try to get some points for improvement off all of them. Then, give it to a review site maintainer to playtest. Make your map completely infallible.

Tip #21
Please, please, please use clip brushes. Especially in DM maps where pursuit is often occuring. We'd rather not be chasing around a corner just to get stuck on some brush that leaves us with one less frag than we deserve, or feed one to someone else. Look at this:



see? clip brushes and how.

So easy to implement, and yet so useful. Do it.

Tip #22
If you're making a DM map, make sure the player starts are quite near to either a weapon or armour. There's nothing worse than being killed time after time in DM because you couldn't get a weapon or reasonable protection without a 3 mile hike. I'm not saying put a weapon and armour by every start, just make sure that within about 5 seconds, a player can get a weapon after spawning. 8 is a better value for armour. This tip was mentioned in a recent Dario Casali (of Valve) interview plus another old one with some id employee...

Tip #23
Decals are great for adding atmosphere. Textures are such that they repeat along brushes... so use decals across them do just make them slightly more interesting, the `{water` ones are used extensively in boot_camp to keep it from becoming to uniform. Do the same.

Tip #24
If you want atmosphere in your maps, add some dark spots. This is something I continually fail on - I think it's subconscious that I believe every part of a map should be well lit. It shouldn't.. that's what the flashlight is for. So, make dark spots in maps, and hide headcrabs in 'em... hehe...

Tip #25
Okay, you want to make a great SP map, but a great map doesn't mean it needs every single monster in it! Even the largest of maps may only have a variety of three different monsters (excluding scientists and Barneys), as this makes it look so much more believable.

Tip #26
Stretch.

Tip #27
Some corners just don't look good, with or without a pillar. So, try something employed a lot in some of Half-Life's earlier levels, and make curves instead!



All you do is make a 12 sided cylinder (16 can be used, but 12 is better for the sake of polygons) then use the clip tool to cut edges off it so it fits in place.

*(**ed. note:** Doing this, in conjunction with using the `-smooth 90` parameter in qrad, produces a nice smooth round effect.)*

Tip #28

Entity lighting ain't dead yet... since Quake II invented the wonderful idea of texture-lighting, where textures give off a light in accordance with their texture, the use the simple `light` entity has gone downhill. However, even in Quake II they were used extensively, just not as much as in maps made my amateur mappers for it. In HL however, `light` entities are rare (decompile a map from Valve and you'll see it's true), but that doesn't mean they aren't needed - otherwise you wouldn't see a `light` entity in the listing. What they are needed for is things like pulsing light, as well as switchable lights etc. However, if ArghLight is ever released for HL, then you will be able to make texture-lights that switch on and off...

Tip #29

Spotlights are great inventions, especially if you're building a map where eye-candy is a requirement. I suggest you go download some of the best DM maps by headshot and ztn, looking at how much of an effect spotlights can have on the look of a map. Then, learn how to use the `light_spot` entity...

Tip #30

Repetition Sucks. Not just textures endlessly abused, but sounds and placement of entities too. For example, if you are trying to make a basic series of sounds to make it sound like battle is commencing, allow for variation. Don't just get the same `.wav` to play over, and over, and over again. That is not what battles sound like, is it? In another case, maybe there is a long corridor with ceiling lights. It's probably pretty repetitive by itself, with all that uniform lighting and such.



WCs view — All lights — Most lights

This is my corridor... the first view is simply from Worldcraft, and the middle is a view of the hallway with all lights on. You can see that it is quite flat and repetitive. However, look at the far right image, and although it is not amazingly better, it sure is more interesting than the previous corridor. All I did was turn two (of the total five) lights off (from +0~fifties_lgt2 to +a~fifties_lgt2).

Tip #31

Are you going to have a barney or a scientist in your map? Will they be crucial to finishing the map, or progressing through it? Then for goodness sake, make sure that if the player kills 'em, the screen fades and loads the last saved game like it does in the game. All you need is the `player_loadsaved` point-entity - give it a name like 'barneydeath'. Then, on a Barney (or scientist) just fill in the **Trigger Target** field with the name of the loadsaved entity, in this case 'barneydeath'. Then, in the **Trigger Conditions** field, choose 'Death'. Thus, if the barney or scientist dies, it will trigger the `player_loadsaved` entity, which will load the last saved game. You can also make it fade by setting various properties of the `player_loadsaved` entity...

If you don't want it to trigger the `player_loadsaved` after the character has performed something (ie, the player can continue even if the character dies), just get a trigger to **killtarget** the name of the `player_loadsaved` once the action has been completed.

Tip #32

Check for updates to your software. That means keep an eye on rust for new releases of Worldcraft (if you use it, like most of you) or QuArK, BSP, QeRadiant... whatever one you use. Then, download the new version, and update. This should not only stop you from losing a lot of work from some bug in an old version, but will often also provide you with new tools or an updated version of game files so you can do more with the game. The same goes with entity files (`.fgd`'s for Worldcraft) which are often updated, and are available in normal HL flavours, as well as some which include TFC entities.

And also, do make sure you have the latest version of Half-Life, as it is easier for someone to upgrade to the required version of Half-Life for your map than downgrade. The theory is, 1.0.1.0 should be able to load any map made previously without problems, but a map designed for 1.0.1.0 may not run on 1.0.0.6 as it may use the custom game option or a new entity.

> *(**ed. note:** Worldcraft 2.1 introduced a utility to automatically check for updates using the sierra utilities, available through the Worldcraft folder in the start menu.)*

Tip #33

I always forget which way round these go. You know the FX Amount that most entities (point and solid-based) use? And you know how it can be a value from 0 to 255 to control opacity (specifically if Render Mode is on 'texture')? Just remember 0 renders the object invisible, 255 is solid. I can never remember that one... 96 is ideal for windows, BTW.

Tip #34

Be Square! Try to keep everything nicely optimized to multiples of 4s, 8s and 16s. You may have a natural urge to have walls exactly 50 units wide, or 100 units long, but this is not the way 3D engines work since the development of Wolfenstein 3D. So, walls of rooms should as a general rule be 32 or 64 pixels wide, not only for simplicity, but because it is easier for the engine to handle, as it can be halved right down to 1. Apparently, thicker walls also makes BSP and CSG compile faster...

Tip #35

Linear maps are boring. That is, if you all the player can do is walk down a set of hallways, with no way to avoid them or head to another route, it is boring. Try to make te levels interesting, with places to explore, even if they are dead ends. Look at the second and third maps after getting off the subway train at the beginning of Half-Life... you'll find there are several corridors that aren't 100% necessary (not at that part of the game - but remember you did have to go back to the airlock after the experiment and go through), but you can walk along anyway... the same goes for rooms. You didn't need to visit all the rooms in the game, but you could if you liked. This made everything more interesting.

Tip #36

Are you looking for some steam in your map? Try this: Insert a `env_sprite` point-entity somewhere in your map, where you want the steam. Not that the steam will rise up, and will not have it's base at the entity - rather, the entity will be the centre of the sprite, so raise the sprite about 32 units about where you want the steam to come from. Then, set the **Sprite Name** to `sprites/xsmoke3.spr`, **Render Mode** to 'additive' and **FX Amount** to about 128. Also, check **Start On** in the spawnflags. Setting the **Scale** factor to 2 would also be a good idea...

Tip #37

Some walls just look flat and boring. If decals don't make it look any better, you could always try this - put in some extra detail:



A few supports (and clip brushes) make it look (and feel) so much better.

Tip #38

Environmental sounds rock. The env_sound is a great point-entity for atmosphere. For those of you that don't know, this is the entity that changes how sounds are handled in the game. For example, should the player walk near to such an entity with say, **Room Type** set to 'Tunnel Large', then sounds would begin to sound as if they were being affected by a large tunnel, therefore making the player think they are in a large tunnel. This effect stays with the player no matter where they go, at least, until they encounter another env_sound that changes the **Room Type** to something different...

Tip #39

There is no fog! Let me just reiterate one thing - Half-Life does not do fog. Yes, it may simulate 'fogging' under water, but water is the only place this will happen. BTW `func_illusionary`'s act like water, and therefore can simulate fog, but because they do act as water they will drown you... if you want to make maps with fog, either head for Unreal, or wait for the mighty Quake III: Arena and the ultimate Team Fortress II.

Tip #40

Lay it out. Many of the professional mappers you find at places like Valve, id, Epic, Ritual, Raven and many others draw their maps out before building them. I personally don't do this, but for some people it may help get some basic ideas down, as well as structure and flow for levels... of course, if you can do this you could then move on to developing whole levels like the pros. That's not to say all of them do it, I know for a fact that there are a few at each of the teams mentioned that lay down brushes as they go. Neither method is proved to be 'better' than the other, just some people are better suited to one of them, while the rest prefer the other. (Then of course, you obviously get the crowd who program their own utility to randomly generate their maps... D'oh!)

> *(**ed. note:** Planning out your level beforehand is useful when you're working with a team working on a number of levels at once that must fit together.)*

Tip #41

If you want to be hired as a level designer for some big company like Valve or id, then be prepared for a lot of work. First and foremost, it requires a lot of experience in level design for previous games as this is what the companies look for when hiring you (make sure the levels are excellent, though ;). Not only that, but if you can demonstrate that you can work well as a team with other people, that helps too. Also, basing this upon Ikka Keranen's pre-Ion Storm days, the ability to draw and use your own textures for your own levels, as well as programming small utilites to help you (and sometimes, programming an add-on to an existing game) is another big plus. Finally, you'll need a lot of determination, luck, and once again, experience. Good luck.

Tip #42

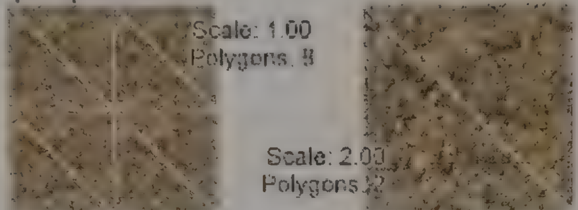
Rocks are not flat, so don't make them! If you're creating an outdoor scene with rock sides, don't just use one huge brush for the rock, hoping the texture will work for you... take my advice and use many many brushes to make the rock look *natural*. Even some of the least-experienced mappers will tell you to do this. It just makes everything look better. Of course, if the rock is to appear somewhere relatively unnoticed it can stay flat(ie, part of the ceiling in a room, like the basement in TFCs . Yet, even that isn't flat!) Rust has a good tutorial on outdoor scenes... and GenSurf may be useful too.

Tip #43

Let them see. If you're going to add a button or switch some place in your map that is vital to progressing through the map, at least make it slightly visible. There are too many maps out there with buttons hidden in the black-darkness of rooms, which are obviously a pain. If it must be in the dark, at least make it clear that you'll need the torch to find it. Alternatively, either set the `_minlight` of the button or switch entity to about 0.2 so it is brighter, add a texture light nearby, or just place a `light` point-entity in front of it with a low value.

Tip #44

Argh! `r_speeds` still way too high? Here's one trick I've never heard anyone suggest before, so I'll say it was a home-grown idea.. Anyway, due to various things about how 3D engines work, depending on the scale of the texture, more or less polygons are used. So, if a texture of 128x128 is used on a face of 128x128 at a scale of 1.00, two polygons are needed to draw it. If the same 128x128 texture is applied on a face of 256x256, 8 polygons are needed to draw the texture (as the texture must be repeated 4 times to fill the whole face). However, draw the same 128x128 texture on the same 256x256 surface with a scale factor of 2, and the number of polygons needed to render the texture plummets. Maybe this will help explain better:

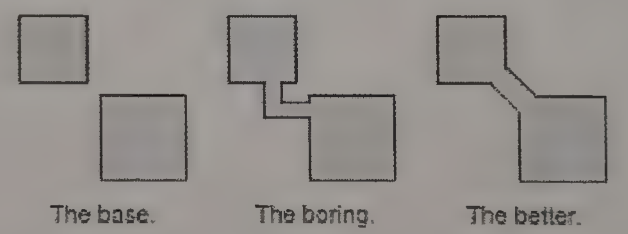


So, see how it scaling the texture to just twice its size can help decrease `r_speeds`? Look - a reduction of 75%! Try it.

[BTW, the sky brush behaves quite differently... more on this later on]

Tip #45

The world is not a matchbox. Not everything in the world is square, set to 90°, and completely straight - there is variation. What does this have to do with your map editing? Everything, really... one common thing I do is make everything square.



Look at the above example... the oft-employed method is to make a simple square corridor between rooms - and that's what I do. If you want to make it a bit more interesting, make the corridor at an angle to the two rooms - just be sure to keep your `r_speeds` down and texturing neat...

Tip #46

If you're really stuck for ideas, try doing what I do and start a new 'temporary' map. For example, if you're working on an SP map, close it, and then start a new DM map from scratch. Ensure you use a different motif to what you were doing last, just so you can be that little more creative (well, you may differ, but that's what works best for me). Then, just try placing a few brushes down, and play around... Once you tire of all that, you should be able to go back to your previous map, just with a couple more ideas... Well, maybe not, but try it.

Tip #47

Something I like to do while mapping is listening to the radio... almost always Radio 1 (bearing in mind I am in the UK) as this is the centre for pop music... It's better than listening to CDs as you never quite know what is next to come in terms of record. Also, a problem with listening to a CD repeatedly is that you get bored of the songs, which is not a good thing if you want to be creative. Another problem that can occur is that your associate parts of your map with different tracks, making you think that all your ideas have been exhausted.

Well, that's what I think, anyway... I'm no psycologist. Your mileage may vary.

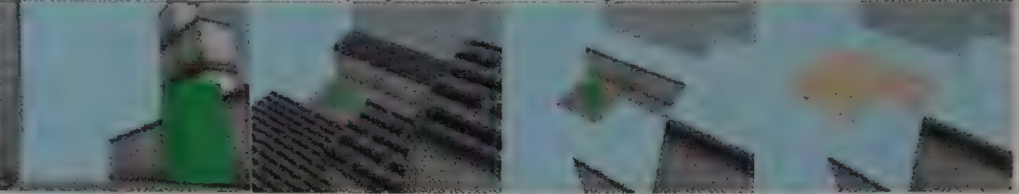
Tip #48

Some creatures are better suited to groups than others. Headcrabs are ideal by themselves and in groups of two or three. Houndeyes (`monster_houndeye`) are great in packs up to 5, and alien slaves (`monster_alien_slave`) are good in twos, unless they spawn on the spot (ie, teleport in). The G-Man is obviously left by himself, and it should be just about impossible for the player to get more than 2 barneys together. Three identical looking security guards just don't work... three or four scientists though is good, as they have different skins.

Tip #49

The sky is quite different to normal world brushes in that it is made up of 12 polygons, always. That is, the actual brushes aren't split like normal textures into polygons, but rather let the sky show through. The sky itself is constructed with 12 polygons, 2 for each view (up, down, left, right, front and behind) which are rendered behind the normal brushes (I think). The advantage of this is that they don't affect your `r_speeds` as much as normal brushes do. It also means you can keep the number of polygons low.

I first found this method while `noclip`'ing around the Kingpin maps. It involves applying the sky texture to surfaces of brushes that the player might never get to see.



Making non-player-visible surfaces sky saves polygons.

In this (simple) example we see a hallway that the player might walk along. The brushes either side of the player could never be reached to walk on, nor will the top faces be seen, so they can safely be converted to sky. However, the two columns also there can be seen by the player. Yet, while the sides must remain textured (so the player can see them, obviously) the very tops can be converted to sky, as the player will never see them. This saves quite a few polygons. Just remember to clip off the areas, unless you're 100% sure it is impossible for the player to escape (they may get some crates to stand on, or even a barney!).

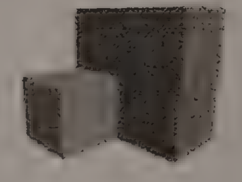
This is best used in outdoor areas where there is already a substantial amount of sky visible. Also, be careful when using this method and the `light_environment` entity... they can cause strange things to happen.

Tip #50

Save us... Create autosave spots in your maps just before an area of major conflict between the player and a monster, or where the player could easily die. This saves them having to restart from a long long way off, which can be tedious. Use the `trigger_autosave` solid-entity as if it were your own.

Tip #51

The Quake engine (that Half-Life uses a modified version of) splits polygons where two brushes meet, provided neither of them are entities. That is, if two brushes were to meet, it would effectively cut one of them into sections on the surface the brushes are touching, just so the textures can be applied effectively.





2 world brushes



1 world brush

In the diagram, the far left image is what you would see in the game. If both brushes are worldspawn (ie, not entities) they are split by QBSP into the polygons shown by the centre image. However, should one of them be an entity (the smaller brush in this example) like a `func_wall` QBSP will not make the entity split the faces of other brushes, or be split itself, like in the third image.

Although the polygons for the smaller brush aren't shown for the third image, that doesn't mean they aren't drawn. Instead, they are drawn as entity polygons, separate from world polygons. Entity polygons include those on monsters and doors, and buttons etc. World polygons are solely non-entity brushes, the sky, and water that isn't created via [illegible] (rather a brush with only !blah textures such as !C2A5).

Use this rule as best you can - for example if you are adding small details (like several tiny little lights on a huge surface) make them `func_wall` or `func_illusinary` so they don't split the huge face they are attached to. This keeps `r_speeds` down.

Notes from the Author

Hopefully the above tips should help you with your map editing, no matter whether you're a newbie or professional, hired... err, person. ;) But what you should understand is that these are only tips, not rules. There will be many times where you can ignore some of the tips I've suggested to be more creative or make your maps better. A good map doesn't necessarily need to agree with what I've said... so, use the tips you feel help, and use any techniques you have yourself. Don't limit yourself, as nicely demonstrated in tip #26.

So, overall, use these tips to your advantage. That's why I wrote them - to hopefully increase the general quality of user-made maps by providing users with what I have learnt over the years. Have fun with the tips, I expect a few better maps now!

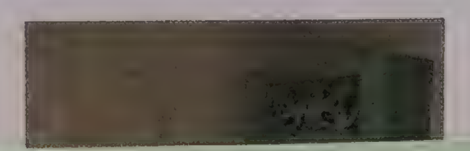
Dave Johnston

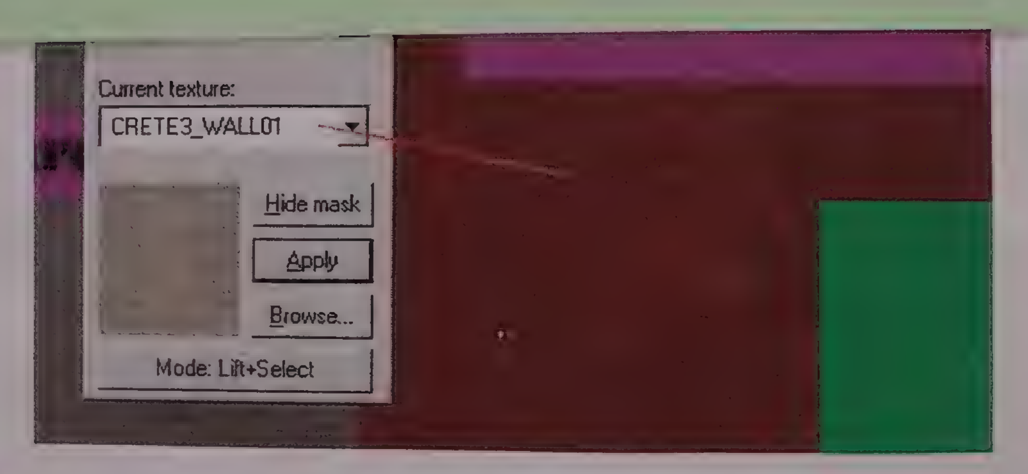
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Decals

Placing decals is similarly easy. Before continuing, make sure that you have added **decals.wad** to your textures option list. If you haven't, refer to page 2 of the Worldcraft 2.0 Newbie's guide. The first thing you do when you want to place a decal is decide which decal to place. Lets say we want to place a crack in the concrete wall beside the computer. In the *Textures* dialog, click on the *Browse* button and select **{CRACK4** in the texture browser. Click on the *Selection* tool **and** the *Decals* placement tool.

Move the 3D view so you can see the wall area right in front of the computer. When you move the mouse cursor into the 3D view, you will see that it turns into a decal icon. Using the left mouse button, click on the wall area in front of the computer. You will see the {CRACK4 decal overlays the wall texture. When you compile and run your map, it will look similar to the picture below.





To fix this problem, click on the *Texture Application* tool. A small dialog will appear like the one in the picture above. Click on the brush face the texture is sitting on, and the brush texture will become the currently selected texture. As well, the properties of the brush face will

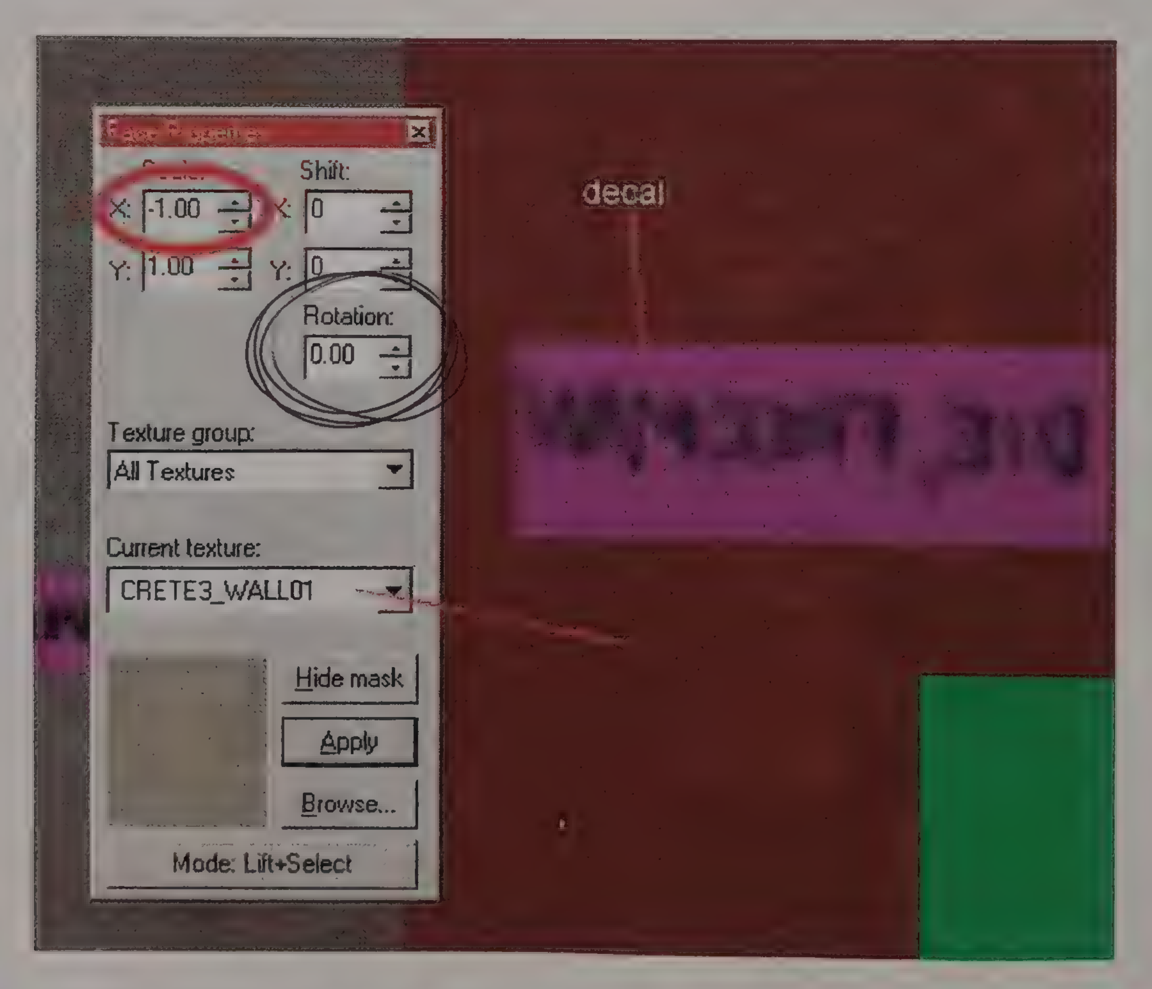
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You might run into a problem where you place a decal, but it appears backwards. For example, if you place the **{GRAF001** decal (which reads "DIE, FREEMAN"), you may end up appearing backwards as in the picture below.



To fix this problem, click on the *Texture Application* tool. A small dialog will appear like the one in the picture above. Click on the brush face the texture is sitting on, and the brush texture will become the currently selected texture. As well, the properties of the brush face will

appear in the Texture Application dialog.

To flip the decal around, you're going to have to flip the texture its sitting on. To do this, give the texture a negative scale. To flip it horizontally, as above, give it a negative X scale. For a vertical flip, a negative Y scale is required.

Coming up: brush entities...

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func_friction

What it is
The func_friction entity allows you to create an area of low frict
ion, to simulate
an icy area, for example. Their creation is simple.

Create a brush that will be the surface with the modified friction
. Select the brush
and turn it into a func_friction.
Select the func_friction brush and press Alt+Enter to bring up the
 entity properties.
In the field marked "Percentage of standard (0 - 100)", enter the
percent of normal
friction you want for this surface. For example, if you only want
25% of the normal
friction, use a value of 25.

func_conveyor

What it is
This creates a conveyor belt type brush that pushes the player alo
ng at the speed and
in the direction defined in the entity properties. The spawnflags
allow you to make the conveyor 'not push' things, and to be 'not s
olid'.
If you give the func_conveyor a Name (targetname) you can use a bu
tton or other trigger
to target it, causing it to reverse its direction.
If you want the surface of the func_conveyor to scroll, you'll nee
d to use a texture
with SCROLL in its name. For example, SCROLL_CONV3, SCROLLTOXIC, a
nd SCROLLWATER1.

func_mortar_field

What it is

The func_mortar_field entity is used to define an area from which air strikes can be called.
The entity is extremely simple to configure.
First, of course, give it a Name (targetname). This is needed in o rder to trigger it
(with a button or some other trigger). Give it a spread radius (m_ flSpread). This defines
the accuracy of the air strike bombs. The repeat count (m_iCount) determines how many
bombs will be dropped per air strike. The targeting value (m_fCont rol, 0 - random,
1 - activator, or 2 - table) should be set to 2 (table) if you are using a table to define
the air strike location (as in the example map). The X and Y contr ollers (m_iszXController
and m_iszYController) coincide with the targetnames of the momenta ry_rot_buttons that
define the hit location on the table.
The example map is quite simple and should be quite helpful if you disect it.

func_pendulum

What it is
The func_pendulum entity allows you to create an object that moves in the manner of a pendulum (think of a grandfather clock). Since it is a type of rotating entity, an origin brush must be part of it. For more information on the origin brush, go here. Following i s a list of its important properties.

Name (targetname) - If a name is given to this entity, it can be a ctivated and deactivated
by another trigger. If you deactivate the func _pendulum, it will
Render Properties - These allow you to change the rendering proper ties of this entity.
Speed (speed) - This is the speed of movement of the pendulum.
Distance (distance) - This is the distance, in degrees, the pendul um will swing. Use a
negative value to reverse the direction of m ovement.
Damping (0 - 1000) (damp) - If you specify a value here, the pendu lum will slowly narrow
its movement so that it eventually sto

ps moving. It will end
in the middle of its swing (so, if you
specify a distance of
90 degrees, it will eventually become
motionless at its 45
degree position).
Damage inflicted when blocked (dmg) - If the player impedes the mo
vement of the rotating
brush, he will be damaged ac
cording to the value
you set here.

Flags
There are a number of flags available to modify the behavior of th
is entity.

Start on () - This makes the func_pendulum immediately active.
Passable () - Enable this to make the func_pendulum non-solid.
Auto-return () - If this is enabled, it will cause the pendulum to
return to the start
position when it is triggered. It seems to be a b
it buggy, I'm assuming
its for some special purpose. More on this later,
possibly.
X Axis () - By default, the object rotates in the Z plane. Checkin
g this flag will make it
rotate in the X axis.
Y Axis () - As above, but for the Y axis.

func_rotating

What it is
The func_rotating entity allows you to create a rotating object. W
hen you construct it, an
origin brush must be part of the entity. For more information on t
he origin brush, go here.
Following is a list of its important properties.

Name (targetname) - If a name is given to this entity, it can be a
ctivated and deactivated
by another trigger.
Render Properties - These allow you to change the rendering proper
ties of this entity.

Rotation Speed (speed) - This is the maximum speeed of rotation th
e rotating object will
achieve.
Volume (10 = loudest) (volume) - This is the volume of the sound t
he rotating object
makes, if any.
Friction (0 - 100%) (fanfriction) - This modulates the spin-up/spi
n-down rate of any brush
that uses the Acc/Dcc flag.
Fan Sounds (sounds) - This lets you specify a preset fan sound.
0 - no sound
1 - fast whine
2 - slow rush
3 - medium rickety
4 - fast beating
5 - slow smooth

Path/filename.wav of WAV (message) - Set this if you want a custom
sound assigned to the
rotating object. This sound should be looped (something from the '
ambiance' directory).
The pitch of the sound will match the speed of the rotating object

Damage inflicted when blocked (dmg) - If the player impedes the mo
vement of the rotating
brush, he will be damaged according to the value you set here.

Flags
The func_rotating has a number of flags available to customize its
behavior.

Start On (1) - If the rotating object has a name, it will start of
f. If this flag is
enabled, it will start on.
Reverse Direction (2) - Check this will make the object operate in
the reverse direction.
X Axis (4) - By default, the object rotates in the Z plane. Checki
ng this flag will make
it rotate in the X axis.
Y Axis (8) - As above, but for the Y axis.
Acc/Dcc (16) - If this is enabled, the object will accelerate to a
nd decelerate from its
maximum speed based on the Friction value.
Fan Pain (32) - If this is enabled, the player will be hurt merely
by coming into contact
with the rotating object.
Not Solid (64) - Normally the object is solid. Check this to make
it non-solid.
Small Radius (128) - This effects the range of the rotating object
's sound.
Medium Radius (256) - As above, but larger range.

Large Radius (512) - As above, but larger range.

env_glow

What it is
The env_glow is quite similar to to an env_sprite, however it is m
ade specifically for
creating the lenticular halo effect around lights. The farther awa
y you are from the
env_glow, the more dispersed its effect is.

Name (targetname) - By giving the env_glow a name, you can affect
it with other entities.

Note: You cannot toggle an env_glow on and off. However, you can a
chieve the same effect
by setting up an env_sprite with exactly the same way.

Rendering Properties - see Rendering Properties for details.

Note: For the env_glow entity, the Render Mode (rendermode) value
should always be set to
Glow (3). The FX Amount (renderamt) value determines the transluce
ncy of the env_glow.

Model (model) - this is the path and name of the sprite as it is i
n the pak file. The value
here should always be sprites/spritename.spr. Note the forward sla
sh (/). It will not
function correctly if you use a normal backslash (\).
Note: A complete list of sprites can be found in the pak0.pak file
which is located in
your half-life\valve direcory. You can browse the PAK file with a
PAK browser like
PakExplorer which can be found here. You can view the actual sprit
e file with SprView.

env_message

What it is

The env_message entity allows you to output text messages to the s
creen. Its setup is easy:

Place an env_message in your map.
Select it, and give it a targetname
Using PakExplorer (quakestuff.telefragged.com), or some other Pak
exploring utility, open
the pak file in the valve directory and double click on titles.txt
. This lists all the
available sentences that you can use. Look at the first available
sentence. The structure

looks like this

```
CR27
{      Black Mesa Research Facility
     Black Mesa, New Mexico
}
```

Go back to WC, and in the env_message, where it asks for a Message
Name (message), enter
CR27.
The spawnflags allow you to play the message once (1) and play to
all clients (2).
I guess its important to note that, unless you create and distribu
te a custom titles.txt,
you are restricted to only using text from titles.txt.

Custom Sentences
Customs sentences are really only useful if you're creating a mod
or demo, or some type of
conversion, where you are already distributing multiple files. A c
ustom titles.txt is
required. The beginning of the titles.txt file gives the informati
on for creating custom
titles.txt:

```
// TITLES FOR HALF-LIFE
// Position command $position x y
// x & y are from 0 to 1 to be screen resolution independent
// -1 means center in each dimension
// Effect command $effect <effect number>
// effect 0 is fade in/fade out
// effect 1 is flickery credits
// effect 2 is write out (training room)
// Text color r g b command $color
// fadein time fadeout time / hold time
// $fadein (message fade in time - per character in effect 2)
// $fadeout (message fade out time)
// $holdtime (stay on the screen for this long)
```

After the above is defined, the sentence name and text can be defi

ned:

```
<SENTENCE_NAME>
{
	<sentence text, can be multiple lines>
}
```

env_beverage

What it is
The env_beverage entity, when triggered, spawns a softdrink can of
 a specified type which
drops down with a clunk. The softdrink will provide one point of h
ealth to the player.

Name (targetname) - Give the env_beverage a name so that it can be
 activated by another
entity.
Capacity (health) - The value specified here will be the number of
 cans available. Once
this number of cans has been spawned, the env_beverage will be "em
pty" and triggering it
further will not do anything.
Beverage Type (skin) - Set this value to the type of soft drink yo
u want spawned. Values
range from 0 to 6, with the values corresponding to: Coca-Cola, Sp
rite, Diet Coke, Orange,
Surge, Moxie, and Random.

env_bubbles

What it is

The env_bubbles entity creates an area of rising bubbles.

- **Name** (*targetname*) - If you give this entity a name, you will be able to activate and deactivate it with another trigger.
- **Bubble Density** (*density*) - This is the number of bubbles spawned.
- **Bubble Frequency** (*frequency*) - The higher the value here, the greater the frequency bubbles will appear at.
- **Speed of Current** (*current*) - The higher this value, the more bubbles drift in the direction specified by the entity angle. By default, the bubbles start at the bottom and go upwards.

func_door_rotating

What it is
Much like the func_door, the func_door_rotating is also a door. T
he main
difference here being that this entity rotates open rather than s
lides in a
lateral direction.
The simplest way to make a func_door_rotating is to make a door b
rush,
switch to the ORIGIN texture and make an axis for the door to rot
ate one,
select both, and turn the two items into a single func_door_rotat
ing entity
(The origin brush is required for any rotating entity). Just by d
oing that,
you will have a door that rotates open when the player approaches
 it.
Except for the angle and lip, the information for the func_door e
ntity also
applies here.
The amount of rotation is controlled by the Distance value. Norma
lly, the door
will rotate that amount in degrees, away from the direction the p
layer is
approaching. If you'd like the door to only rotate one way, enabl
e 'one-way' in
the spawnflags properties. If you find it is rotating the opposit
e of how you'd
like it, you can either change your Direction value to a negative
 of what you
have there already, or enable the Reverse Dir spawnflag.
Also accessible in the spawnflags properties is the choice to use
 the X or
Y plane of rotation rather than the default Z plane.

Jumbot Tips & Tricks

Jumbot Befehle

Befehl	Standardwert	Beschreibung
nostartexec (cvar)	Standard ist 0	Auf 1 gesetzt wird die Jumbot.cfg nicht mehr am Anfang eines Levels geladen
addbot	-	Fügt neuen Bot hinzu
removebot	-	Löscht den letzten Bot
bot_num (cvar)	-	Setzt eine Konstante Anzahl von Bots
bot_random (cvar)	Standard ist 0	Jeder Bot wird zufällig aufgerufen und die Reihenfolge der bot config wird ignoriert. 1 um es zu aktivieren.
bot_keepsettings (cvar)	Standard ist 0	Der Bot behält alle seine Settings (Genauigkeit, Geschwindigkeit etc.) selbst wenn man sie später ändern sollte. 1 um es zu aktivieren.
nav_autogen (cvar)	Standard ist 1 (eingeschaltet)	Dies funktioniert nur wenn Waypoints auf 0 gesetzt sind (ausgeschaltet). Der Bot wird selbstständig Waypoints generieren. Diese sind leider nicht so gut wie selbst gesetzte Waypoints.
waypoints (cvar)	Standard ist 1	Auf 0 gesetzt schaltet die waypoints aus.
botfov (cvar)	Standard ist 90	Einstellen des Sichtfeldes.
botusefov (cvar)	Standard ist 1	Auf 0 gesetzt wird der FOV (Sichtfeld) des Bots nicht limitiert
bothearing (cvar)	Standard ist 1	Auf 0 gesetzt kann der Bot Gegner nicht mehr anhand von Geräuschen entdecken.
botpain (cvar)	Standard ist 1	Auf 0 gesetzt kann der Bot nicht mehr einen Gegner anhand einer Verletzung orten.
botaccuracy (cvar)	Standard ist 10	Einstellen der Zielgenauigkeit. 0 (perfekt) ist das niedriegste und 160 (schlecht) ist das Höchste.
bot_tripmines (cvar)	Standard ist 1 (aktiviert)	Bot legt Tripmines. 0 um es zu deaktivieren.
bot_gauss (cvar)	Standard ist 1 (aktiviert).	Bot benutzt den Gauss Jump. 0 um es zu deaktivieren.
bot_turret (cvar)	Standard ist 1 (aktiviert).	Bot benutzt Turrets. 0 um es zu deaktivieren.
botspeed (cvar)	-	Erlaubt die Geschwindigkeit des Bots zu verringern (negative Werte) oder zu erhöhen (positive Werte).
bot_crowbar (cvar)	Standard 0	Nur Crowbars. 1 um es zu aktivieren.
bot_yawspeed (cvar)	Standard ist 25	Stellt ein wie schnell der Bot sich umdrehen kann. Je höher desto schneller.
botfcfgfile (cvar)	Standard ist bots.cfg	Ändert den Name des Files mit dem man die Bots aufruft.
botchat (cvar)	Standard 0	Auf 1 gesetzt aktiviert es den Botchat.
chatfreq_died (cvar)	-	Wie oft soll der Bot sprechen wenn er gefraggt wurde. Der Wert sollte zwischen 0.1 und 10 sein. 0.1 = kaum Chat, 10 = ununterbrochen.

chatfreq_kill (cvar)	-	Selbe wie oben nur wenn der Bot den Frag durchführt.
chatfile (cvar)	Standard ist botchat.cfg	Dies ermöglicht die Kommentare der Bots aufzurufen. Sie müssen alle im Jumbot Ordner vorhanden sein!
speedup (cvar)	Standard ist 0	Wenn es auf 1 gestellt ist kann der Bot nicht seine fortgeschrittenen Navigationsroutine durchführen und entlastet den Prozessor. Die Bots können trotzdem noch durch die Level navigieren.
bot_ai (cvar)	Standard ist 1	Auf 0 gesetzt wird die Künstliche Intelligenz des Bots abgeschaltet.
bot_thinkspeed (cvar)	Standard ist 0.1	Es kann ein Wert zwischen 0.1 und 1 sein. Dies stellt die Reaktionszeit des bots ein.
botmsec (cvar)	Standard ist 0 = Automatisch	Verändert die physischen Geschwindigkeitewerte des Bots.
msec_min (cvar)	-	Mindestwert für botmesec wenn auf 0 eingestellt
msec_max (cvar)	-	Maximaler Wert für botmesec wenn auf 0 eingestellt
bot_viewdelay (cvar)	Standard ist 1 (aktiviert)	Setzt den Wert wie schnell der Bot auf das Spielgeschehen reagiert.
bot_angleupdate (cvar)	Standard ist 1 (aktiviert)	Bot ändert seinen Laufwinkel wenn er "denkt" (siehe bot_thinkspeed).
nobotcfg (cvar)	Standard ist 0.	Auf 1 gesetzt wird die bot.cfg ausgeschaltet und man muß mit den aufgeführten Kommandos die Bots selber konfigurieren.
b_name (cvar)	-	Der aufgerufene Bot übernimmt einen neuen Namen, wenn nobotcfg auf 1 gestellt ist.
b_model (cvar)	-	Wie b_name nur das hier das Modell gewählt wird.
b_topcolor (cvar)	-	Wie b_name nur das hier die Shirtfarbe gewählt wird.
b_bottomcolor (cvar)	-	Wie b_name nur das die Hosenfarbe gewählt wird.
coop_scikil (cvar)	Standard ist 1	Wert zwischen 0 und 2. 0 = schaltet das Töten von Scientists und Barneys ab. 1 = Scientists/Barneys können getöte werden. 2 = Scientist und Barney werden als normale Feinde angesehen.
coop_killmeth (cvar)	Standard ist 0	Wert zwischen 0 und 5. Coop_scikill muss auf 1 gesetzt sein, dies ermöglicht das Verhalten des Bots einzustellen wenn Wissenschaftler getötet werden 0 = Zufälliges Töten 1 = Knien und mit der Shotgun ins Gesicht 2 = Aus der Entfernung, in Hals oder Kopf mit der Crossbow 3 = Auf ihn zu rennen und mit der Magnum in den Magen 4 = Dauerfeuer in dem Magen mit der Glock 5 = Knien und ins Gesicht mit der Magnum

cvar = command variable (hier müssen Variablen eingegeben werden)

Waypoint (Wegpunkte) Kommandos

Der Jumbot arbeitet nach dem Wegpunktsystem, daß heißt man muß Markierungen in jedem Level setzen, damit sich der Bot fortbewegen kann. Folgende Befehle braucht man dazu:

Befehl	Standardwert	Beschreibung
waypoints (cvar)	Standard ist 1 (eingeschaltet)	Aktiviert und deaktiviert Wegpunkte.
wp_autoplace (cvar)	Standard ist 1	Auf 0 gesetzt schaltet das automatische setzen von Wegpunkten aus.
makewp	-	Damit wird ein Wegpunkt in Form eines Pfeils gesetzt.
writewpfile	-	Nach setzen der Wegpunkte speichert man sie mit diesem Befehl ab.

wp_jumpplace (cvar)	Standard ist 1	Auf 0 gesetzt schaltet das automatische setzen von Waypoint beim Sprung
makewpj (command)	-	Dies setzt einen Waypoint, der den Jumbot zwingt an dieser Stelle zu springen.

cvar = command variable (hier müssen Variablen eingegeben werden)

Konstruieren von Wegpunkten (WP)

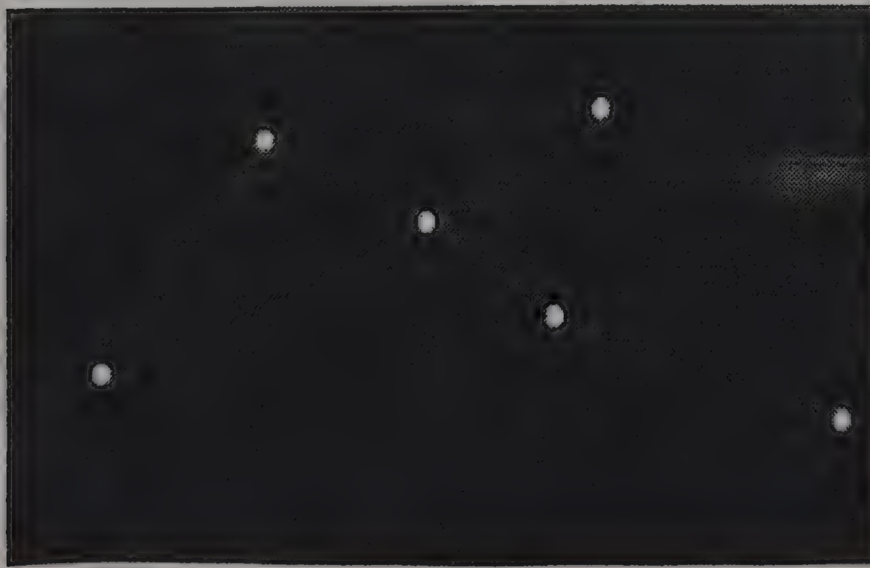
Wenn man ein Level ohne Wegpunkte hat, fängt der Jumbot automatisch an, Wegpunkte zu setzen die in Form von
Pfeilen sichtbar sind. Diese Autofunktion setzt leider willkürlich die Wegpunkte und es ist besser jene selbst zu setzen.

Hier finden Sie ein paar Tips, wie Sie selber Wegpunkte am besten setzen:

- Ein Wegpunkt muß immer sichtbar zum vorhergehenden sein
- Unbedingt kriechen an stellen die nur so zu erreichen sind
- Nicht über irgendwelche Kanten laufen die man nicht mehr erreichen kann
- WP nahe an Schaltern plazieren damit die Bots sie benutzen können
- WP nahe an Türen plazieren
- WP nahe an Healt/HEV Anzug plazieren wenn die Bots sie benutzen sollen
- Nicht getötet werden
- um Leitern zu WP jeweils 3 Stück setzen. Jeweils an den Leiterenden und in der Mitte

Nachdem man die Wegpunkte gesetzt wurden, sollte man die WP abspeichern und den Level neu starten. Falls das Ergebnis nicht befriedigend sein sollte, einfach die JRF Datei löschen und von vorne beginnen.

Hier ein Beispiel Bild, für das setzen von Wegpunkten, mit freundlicher Genehmigung von LUCKY (Half Life Bot Central)



Wichtig ist, daß WP in der Mitte von Türen/Durchgängen plaziert werden müssen, damit der Bot sie korrekt nutzt.

Auf Treppen empfehlen wir mehrere WP's zu setzen (3-5). Es ist nicht nötig WP genau auf Gegenstände/Waffen zu setzen. Der Bot sieht diese Dinge automatisch und sammelt sie auf.

Es sollten nicht hunderte von WP gesetzt werden, da dies zum Crash führen kann.

Am Schluß müssen Sie mit dem "writewpfile" Befehl der Level sichern.

Geschwindigkeits Steigerung

Der Jumbot benutzt sehr fortgeschrittene Navigations Routinen die viel Prozessorgeschwindigkeit

beanspruchen. Der Jumbot kann sich jedoch auch ohne diese Routinen noch sehr gut durch die Level bewegen und es ist möglich diese abzustellen. Mit dem folgenden Befehlen kann man auch auf schwächeren Systemen den Jumbot zum laufen bringen:

waypoints 0
speedup 1
bot_thinkspeed 1

Diese Befehle müssen Sie in die Konsole eintippen.

Tips für Fortgeschrittene

Custom Bot File CFG

Der Jumbot hat 2 Custom cfg Files; bot.cfg und execbot.cfg. Die Information aus bots.cfg wird benutzt wenn nobotcfg auf 1 gesetzt jedesmal wenn ein Bot hinzugefügt wird. Um execbot.cfg benutzen zu können, müssen Sie "exec execbots.cfg" in die Konsole eingeben. Beide Files können den eigenen Bedürfnissen mit dem Standard Texteditor angepasst werden.

Starten eines Kooperativ Spiels

Einfach ein normales Deathmatch Spiel starten, die Konsole aufrufen und folgende Kommandos eingeben:

disconnect
deathmatch 1
coop 1
sv_cheats 1
map <Levelname>

Anmerkungen: Ein echter Kooperation Modus wurde nie in Half Life implementiert, deswegen kann es zu Fehlern kommen wenn man die Standard Einzelspieler Levels benutzt!

Nach starten des Spiels kann man mit den Befehlen "COOP_SCIKILL" und "COOP_KILLMETH" das Botverhalten einstellen.

Wenn Sie noch fragen haben können Sie sich an **Thorsten Schwalb alias [STS] Borg** wenden.

www.blackmesa.de Half-Life Files
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Laguna's Hard Time

Talk to the guard by the elevator on the right, then to the guard by the door on the left. Talk to the Moomba, to the man by the console, and to the Moomba once again. Once Kiros and Ward join you, outfit them with guardian forces. Take the elevator and sneak up the eastern staircase. Talk to the man outside, then return into the building. Get the Weapons Monthly first issue in the southwest corner of the room. Take the elevator down and fight the soldiers. Leave the building and enter the car.

In the new building, examine the cylindrical elevator in the middle of the room. Head north and defeat the guard. Examine the console in front of where the guard was standing, then return downstairs and head north to find Ellone.


And Ellone's, not alone, anymore.

Estharry, Starry Night

After meeting with Dr. Odine in the presidential palace, leave his room and head east. Take the elevator to reach the main city of Esthar. The city is enormous, and it's easy to get lost. The best way to visualize it is as two Greek Theta symbols ? placed side-by-side and connected by a network of pathways. Explore the city and be sure to go shopping! Exit through the gate to the south. This area's enemy encounter rate is extraordinarily high, so use Diablo's enc-none ability or rent a car. Head to Tears' Point in the southeast corner of the continent and get the Solomon ring from the base of the statue. Head north to the lunar gate. Enter the lunar gate and follow the woman to the elevator. Choose to enter space, select your third party member, and board the lift.

Next: Pandora rocks



The History of Movie Monster Games



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Pandora Rocks

Back on the ground, lead Zell's party back to Esthar. Take the lift to Odine's laboratory. Go upstairs and talk to Odine. After his briefing, leave the center. Head east until you reach the central gate where you exited the city. Head north (the path is partially obscured), then head west. Press the square button to ensure that your location matches the first target. Wait here until the 15:00 mark, then board the Pandora.

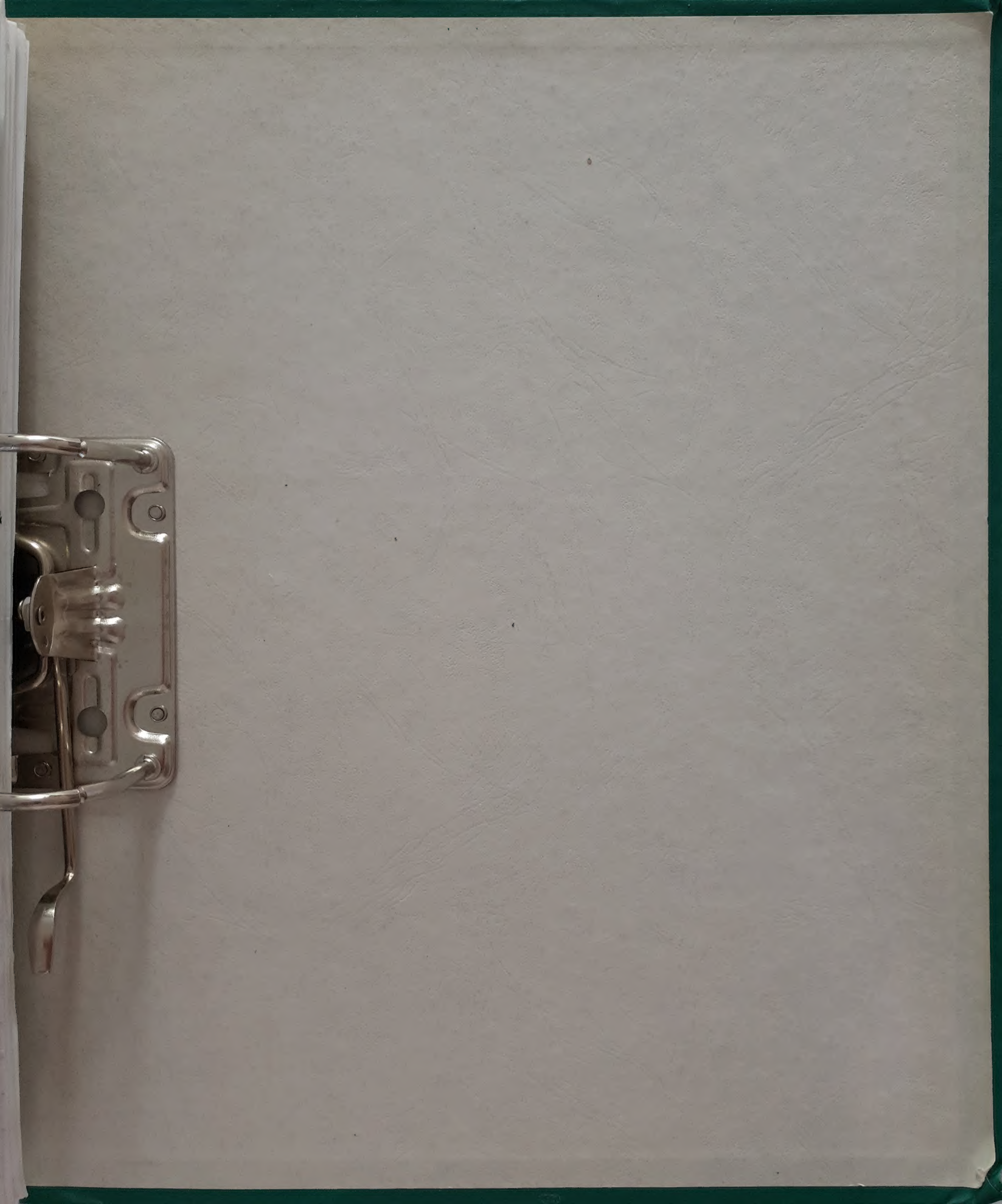
Inside the Pandora, climb the stairs to the three elevators. Descend the 01 elevator and continue north along the path until you meet the robot and are expelled.

Space, the Final Frontier

Talk to the crew and pick Rinoa up from the off-screen foreground. Follow the crew. Win the Alexander card from Piet. Head through the north door and place Rinoa into the chamber. Leave, enter the hallway and head north to the bridge. Examine the monitor, then leave and climb the south stairs. Talk to the stargazing women. Continue south to find Ellone. Win the Laguna card from her. Talk to her and return to Rinoa's room. Talk to Rinoa in the hallway and follow her to the bridge. Talk to her on the bridge and examine the console.

Head up the stairs to the locker room on the east side of the hallway. Watch Rinoa leave through the airlock, then don a spacesuit from the locker and follow. Follow Rinoa until the airlock door closes, then return to the bridge. Talk to Piet, talk to Ellone, and head right to the escape pod. Talk to Ellone. The ensuing mini-game is from a first-person perspective. Position the character in the center of the screen and press X to engage your thrusters.

Catch Rinoa.




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